

GamePro
TV Show!
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GAMEPRO

#1 VIDEO GAME MAGAZINE

Teenage Mutant Ninja Turtles III

For Your NES! See Pg. 22

Genesis—What
to Buy in '92
The Year's Best Bets!

Hot SNES!

Contra IV • Smash TV
Joe & Mac & More!

Sega Mega
CD-ROM!

Is The Wait
Over? Pg. 14

An EIC Communications Publication

February 1992

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02



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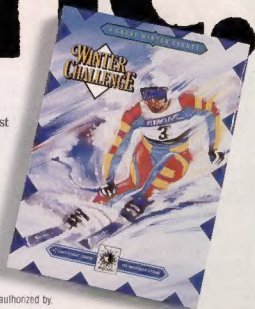


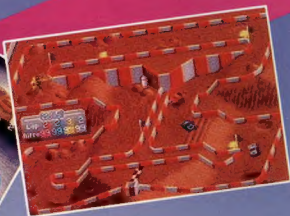
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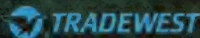


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ELECTRONIC ARTS®



Happy New Year!

By The GamePros

It's 1992 and video games are old news...NOT!!!

The Mega CD from Sega Enterprises is now on sale over in Japan. But NEC's not about to let anyone forget that they were into discs first. This year the PC Engine Duo - a TurboGrafx-16 linked to a new CD player packed with 256K RAM- is slated to lead the next generation of Super CD games from NEC into the video game arena. See The Cutting Edge this issue for the low down on these new CD systems.

Sega of America isn't in the business of selling CDs - yet. But that will almost certainly change by the time the Consumer Electronics Show rolls around in June. Even then Genesis carts will be where it's at for a long time. See The Terminator by Virgin Games and Rings of Power by Electronic Arts, but check out the Special Feature on Sega Genesis games due to show this year.

No monsters for 8-bit gamers - just heroes. Teenage Mutant Ninja Turtles III by Konami features the best half-shell heroics yet. Kuros is back for three, too, Wizards and Warriors III that is. Captain America and the Avengers? Nuff said!

Tecmo's Ninja Gaiden III-you read the Pro Review last September now finish the game. Ryu Hayabusa of the Dragon Clan helps us kick off a new SWAT feature - Game Busters!

Moving up to a Super NES this year? Okay, get Joe and Mac by Taito and Smash TV by Acclaim. Then while you save some bucks check out our preview and Overseas-view of Contra IV: The Alien Wars by Konami and The Legend of Zelda: A Link to the Past (yeah, it's the Japanese version of Zelda III) by Nintendo.

What does every Lynx owner want this year? 1-2-3 - MORE GAMES! See the Special Feature on new sports carts for Atari's favorite black cat.

All this and Mega Man and Metroid - 2! These two hot sequels from Capcom and Nintendo respectively do the Game Boy good. And speaking of sequels, see Star Trek (starring Capt. Kirk and the original crew) by Ultra Soft.

Will Sonic The Hedgehog finally run its course this year? Not until that little blue speed demon sprints through the Game Gear.

Video games are here to stay - and that means a happy new year for you and GamePro.

GAMEPRO

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GamePro BPA Consumer Magazine Membership Applied for December 1991



Graphics: Judges the cart's pix, animation, and artistic design; **Sound:** 5 = Turn up the volume! 1 = Noise pollution; **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun; **FunFactor:** Here's the bottom line. Is it fun? **Challenge:** Rates the computer's smarts and game skills, but remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay, and especially FunFactor.



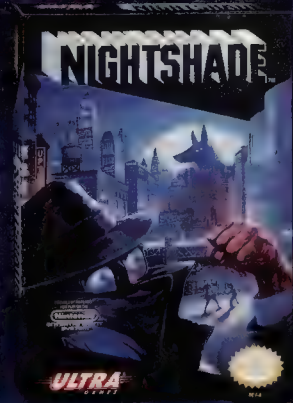
DO SOME MOONLIGHTING AS A CRIME FIGHTER.

Night falls like a black shroud over Metro City, and the ancient Egyptian villain Sutekh goes to work. And so do you. For you are the mysterious, unknown hero who lurks in the corners, melts into the shadows, and rules the darkness. You are Nightshade for the NES™!

Infiltrate one hundred of the city's most seedy recesses while chasing thieves, thugs and muggers you must squeeze for clues, or destroy. Question dangerous characters, and hunt for hidden objects like force gloves and energy domes. All essential for survival as you fend off the hired assassins hot on your tail.

Follow Sutekh's trail of treachery too closely and you'll be figuring out how to escape the jackal pit, the human printing press, the closing wall of spikes, and other traps. Use your powers of intellect and keep your eyes open and your mind alert. Or you'll no longer control the night, you'll be consumed by it.

ULTRA
GAMES





School Me on Ghouls

I own a Sega Genesis, and I plan to purchase an SNES. I'm wondering if there is any difference between the Genesis and the SNES versions of Super Ghouls and Ghosts?

Brendan Maguire, San Jose, CA

(The original Genesis version of Ghouls and Ghosts is based on the arcade game. The Super NES version of G&G is basically an upgrade of the Genesis version. There are some new and different level designs and additional characters, as well as a greater variety of weaponry, armor-power, and magic. For example, in addition to the traditional Lances and Torches, there's also a Crossbow available. In a head-to-head comparison of gameplay, the SNES version is more involved in the sense that there are more obstacles and complexity in the levels. The Super NES version does, however, suffer from slow-down when there are multiple sprites on-screen, whereas the Genesis version does not. - Ed.)

I Want My GPTV

First, I'd like to tell you that your magazine is the best one on the market. Second, I would like to know when, if ever, you are going to bring the GamePro TV show to Canada? It looks like a top-notch show and I'm sure thousands of Canadian gamers would love to see it.

Jason Shevolup, Alberta, Canada

(According to our TV consultants the Canadian television market has traditionally been more conservative than the U.S. market, mainly because there are far fewer stations in Canada. Because stations are limited so is airtime. This translates into a more careful programming approach on the part of the stations. Generally, a Canadian station will wait until an American show, such as GamePro TV, has aired for at least one season (usually more) before they consider picking it up for local airing. So, if GamePro TV keeps going strong, you may see it aired in Canada in the not too distant future. In the mean time, however, the good news is that by the time this issue hits the Canadian newsstands, you

should be able to purchase or rent videotapes of GamePro TV from your local video shop. P.S. For those of you who live in eastern Canadian cities, located close to the U.S./Canadian border, you may be able to pick up GPTV from the ABC affiliate WKBW, out of Buffalo, New York. - Ed.)

Quarter-Poor

I've spent many quarters on Street Fighter II. I would love to see GamePro do a special feature on Street Fighter II, with an in-depth (more than the average ProReview) description of the characters, as well as tips on how to perform all the special moves. I know something like this would be a big hit with me and my friends - what do you think, GamePro?

James Neal, Clearwater, FL

(It's a great idea, James. In fact there's a strong possibility you'll see just such an in depth mega-review of Street Fighter II in one of our Spring '92 issues of GamePro. - Ed.)

The Opinion-less Face

In your November issue look at Faceball 2000 one of your reviewers left me a bit confused when he rated the game. He said "doesn't" know how to rate games." What does this mean?!

Jason Stevenson, Essex, Ontario Canada

(According to Fancy Pants, one of the Faceball reviewers, it was the first time he'd touched a Game Boy game, ever! He said that even though he had lots of fun and no trouble playing Faceball, he didn't want to "burst his britches" - get it - by claiming he was an authority on GB titles. Consequently he opted for the honest approach - Ed.)

Pining for Knowledge

My son is an avid video game player, he especially loves the action adventure type games. Although I don't have a problem with these types of games - I think a confident, well adjusted child is capable handling a little make believe aggression in a video game - I'm wondering if the game companies are ever going to produce games with an "educational slant?"

If they could produce some sort of fun, interactive game with an emphasis on history or science I'd be the first to purchase it. If my son put the same pas-

sion and dedication into an educational game that he does in the others, I'm convinced he'd be a history/science whizz in no time! Challenge yourselves game companies! Create something fun and educational which will make the countless video gamers really sit up and watch!

Camilla Brownstone, Ann Arbor, MI

(True, to date there have been very few educational games produced which cater to the older audience. Unfortunately, historically, those types of games aren't big sellers. That doesn't mean the game developers have given up on the idea of educational games, though. In fact, there are a few really good ones out there now. One in particular is a Konami game we recently reviewed (see our January '92 issue) titled, Where In Time Is Carmen Sandiego?

The game takes the player through various periods in history where they seek out items, such as a major piece of art, which have been stolen from another period of history by Time Bandits.

How about all of you gamers out there? GamePro would like to know how you feel about educational games, so please write to us and tell us what you think about the current games available, as well as what types of games you'd like to see. - Ed.)

So, Tell Us What You Think.

This is your magazine so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:

GAMEPRO Magazine

Dear Editor

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Redwood City, CA 94064

Thanks for your input!

Wipe the smile off this face!

(And maybe a few of your friends, too!)

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning—in first-person perspective, with 3D graphics and 360° maneuvering!



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Don't miss your chance to get up to \$5 back with our multiplayer rebate! You'll find all the info inside your FaceBall 2000 package when you open it up for the game of your life! But hurry. Some of your friends might be buying FaceBall 2000 right now. If they get in too much practice without you, the smile that gets wiped might be your own!



A whole new way to get into your Game Boy.

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The Best Games in the World™



By the Whizz

MEGA CD MAKES ITS MOVE

The MegaDrive compact disc video game system is here...err, there! Sega's Mega CD made its debut in Japan on December 12, 1991. American gamers may see the Genesis version of the unit some time this Summer (June '92 at the earliest). The Japanese price tag is approximately \$380.

Mega Muscle

As reported earlier in GamePro (see The Cutting Edge, "The Genesis Gets a CD-ROM," September '92 and "The Genesis CD-ROM System," October '92), the Mega CD, like the MegaDrive and the Genesis, packs an MC68000 processor, but this CPU runs at a speedy 12.5 MHz compared to the game system's 7.5 MHz. The two CPUs double team to virtually eliminate mid-game access blues (access time is approximately 1 second), and the 6 megs (768K) of buffer RAM help considerably, too. Nestled with the 68000 are custom graphics chips which enable the CD to paint more color and sprites onscreen simultaneously than the MegaDrive and to produce scaling and rotation.

Additionally, the Mega CD plays music-CDs in 3-inch and 5-inch formats and CD+G discs, too. The CD+G capability also means Japanese gamers can take a singing break by playing *karaoke* discs. These are singalong discs that play music and display song lyrics along with music video. An 8 channel PCM sound generator supplements the MegaDrive's 12-channel PCM generator to keep the tunes movin'.

Compact Looks

The unit piggybacks on top of the MegaDrive and connects to it through the port on the side of the game system. Connected the two systems look

SEGA
MEGA



like they've always been together (and from now on maybe they always will). The CD requires its own AC adapter (with wattage equivalent to the regular MegaDrive adapter) which plugs into the back of the unit. You'll also find left and right channel audio outlets there to run CD music through your stereo and a plug for earphones. All the video interfacing is handled by the MegaDrive's RF and A/V outs.

The front of the unit is spartan. There are no external controls, all play functions are handled via the CD's operating system. Two lights—green for Play and red for Access—are the only indicators. A key code to interpret the light sequences is printed on the unit underneath the lights.

CD Controls

Once you switch on the system it immediately struts its stuff. The Mega CD logo spins into view to show off the machine's scaling and rotation capabilities.

Next, the system menu interface appears onscreen. There are 20 primary "buttons." You use the directional keys to move a cursor to the appropriate button and then press the control pad buttons to activate the function. Ninety percent of the controls are for music CDs and CD+G. All gamers really need to consider are Open door, Stop, and Options.

In Options, gamers will be able to save game locations into either 64K RAM of battery backup or on a separate cartridge, which plugs into the Mega Drive cart slot. The backup battery recharges everytime you switch on the CD. No word yet as to when the backup cartridges will go on sale in Japan; that date probably depends on when Sega plans to release the massive CD games, which will require the beefy backup.

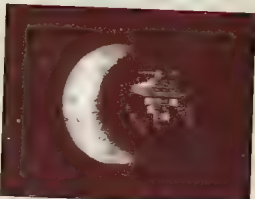
America Waits

According to Sega of America, the Genesis CD won't take the stage until June, when Sega will make all CD plans known at the Consumer Electronics Show in Chicago. Until then do a search and replace on "Mega CD" in this article and enter "Genesis CD" in its place.

Heavy Nova, Heavy CD Gaming



You're a mech not to be messed with!



Slick cinema screens lead you into far out beat-em-up action.



Master the jets if you want to survive.



Pesky mini-robots and lethal booby traps block your way to the boss.



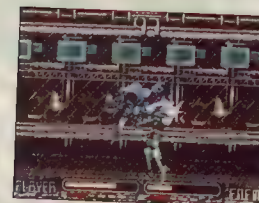
The high kick is your bread-and-butter move. The robo-bosses come in all shapes, sizes, and strengths.



Beat the boss and this menu screen tallies up your points towards better and badder moves—there are several screens worth.



Use the shoulder throw on enemy DOLLs.



The flying roundhouse kick is devastating. The CD animation is ultra-smooth.

When the Mega CD hit the spotlight, don't think that all Japanese gamers could do was look at it! Among the games present at the Sega CD's opening ceremonies (see "Flash! Genesis CD Update!," The Cutting Edge, December '92) was Heavy Nova from Bignet.

Genesis Has It

Genesis gamers may already be familiar with the 8 meg version of Heavy Nova (See Short ProShots this issue. We'll review it next issue). An alien race called the Akirovians has saved the Earth by cleaning up the environment, which was lethally polluted by years of war and toxic waste dumping. But to paraphrase an ancient Earth saying: Beware of Akirovians bearing gifts! These E.T. creepies really want the planet (sans Earthlings) for their own!

Heavy Nova is a horizontally-scrolling metal mech beat-em-up that takes place inside a huge alien base. As the D.O.L.L. (Defensive Offensive Lethal Liberator) Heavy Nova, you must seek out and destroy 5 enemy DOLLs. You can bust 184 nasty, metal crunching, fighting moves such as the Piledriver, the Zoom Punch, and the Shoulder Tackle. Your DOLL's onscreen movement is silky smooth with animation running at 7 frames per second. (Average TV cartoons usually run at 12 frames per second).

Heavier Nova to Come

Actually, the Genesis cart holds its own versus the MegaDrive CD version. The two are so close in fact that the Japanese version of the Heavy Nova CD won't cross the waters when the Genesis CD surfaces. Instead, we get — Heavy Nova II!

The DUO

Comes to America

When most gamers were still trying to figure out which side of a compact disc was up, NEC was spinning CD games for the Japanese PC Engine and the TurboGrafx-16. Now that Sega and Nintendo are rattling their CDs, NEC wants to keep that edge. At the January Consumer Electronics Show in Las Vegas, NEC announced its plans to create a U.S. version of the PC Engine Duo (see "New NEC Hardware Surfaces in Japan," The Cutting Edge, GamePro, Dec. '91).

Have Your Chips and CDs, Too

The Duo is a two-in-one game system that will feature a TurboGrafx-16 coupled to a new compact disc game unit called the CD-ROM2 in Japan. The Japanese Duo retails for approximately \$380 over there.

The system will play regular TurboChip games, but its main claim to fame will be the extra silicon it can sling at CD games — to a tune of 256K RAM. Yes! NEC also plans a new library of advanced, Super CD games. The answer to your next question is "No!" You can't play them in any form without 256K. The TG-16 Hardcore who already own CDs will be able to buy a new system card, which will beef up the TG-CD's current 64K RAM to 256K. In Japan this card, called the Super System Card 3.0, costs roughly \$90.

Duo Games

Software for the new system is already under development in the U.S. Plans under consideration call for the Duo package to include a jumbo CD containing four sports titles from NEC's TV Sports series, that is, Football, Basketball, Hockey, and Baseball.

Naturally ICOM Simulations is already in the hunt, too. Its developing an RPG game, Beyond Shadowgate, a sequel to the award-winning personal computer game, Shadowgate. Players will attempt to guide Prince Erik through a seemingly endless array of mazes, arcade sequences, and puzzles as he seeks to free his kingdom from an evil warlock. The CD will use classic animation techniques including music scored directly to the picture and hand-rendered drawings which will be scanned into the computer. Characters will also have unique voices, and they will have the ability to speak to each other and the interact with the player.

Turn, Turn, Turn

The Duo is scheduled to make its U.S. debut next fall, but the new system card may show up in a few months, this spring. When it comes to compact discs, NEC just keeps rolling along.

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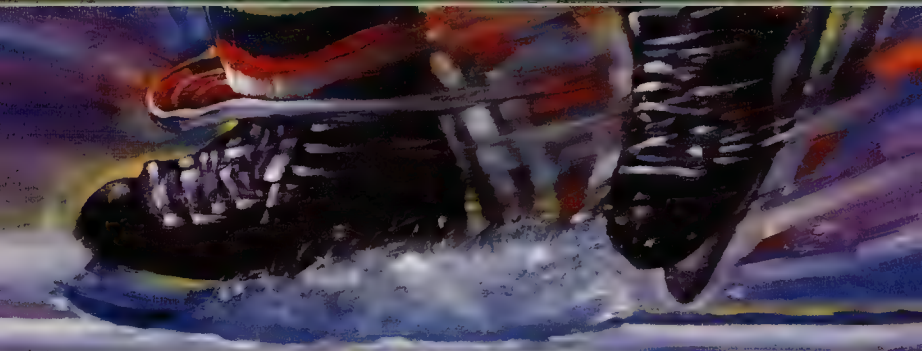
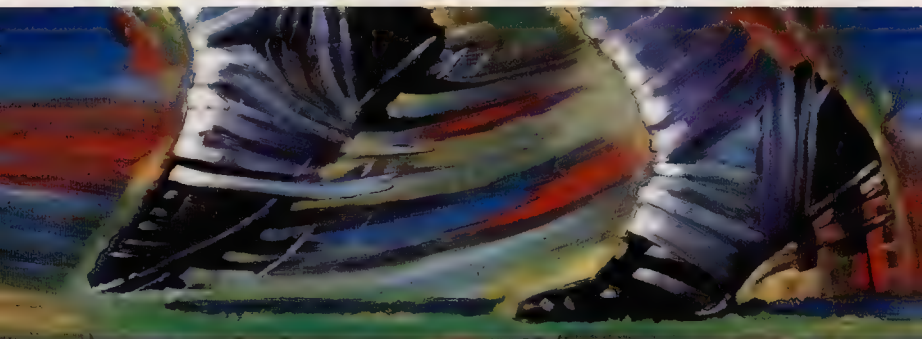
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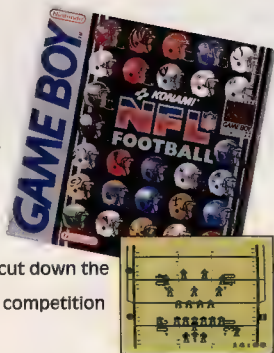


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Lace up the cleats and pull down the helmet. You're about to get sandwiched by the most realistic assemblage of gridiron warriors this side of the Super Bowl.

- *Choose from 28 franchises in this 11 vs. 11 player brawlfest.
- *You're in complete control when gunning for the goal posts. Use bootlegs, laterals, post patterns, and bombs to blow you over the adversary and into the end zone.
- *Gut check football at its nastiest when you're on defense. Blitz, pick off passes, and cut down the quarterback.
- *Use Game Link™ to take on a friend or play a competition crushing computer.



BUCKLE ON YOUR BLADES

You're about to skate into a whole new arena. The NES™ classic, Blades of Steel®, has just made a power play into your Game Boy®.

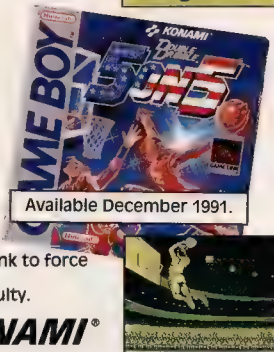
- *Choose between eight of the nation's hottest teams: Chicago, Los Angeles, Vancouver, Montreal, New York, Edmonton, Minnesota and Toronto.
- *Face off on either Junior, College or Pro levels.
- *Hone your fighting, slap shooting, and goal tending skills in the practice mode.
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- *Win a trip and tickets to a Pro-Hockey championship playoff game.



PUMP UP THE HIGH-TECH HI TOPS.

Get ready for high flying, profiling pro hoops! All the rim rockin' action of this NES™ classic is stuffed into an intense 5 on 5 test of Game Boy hang time.

- *Watch the cameras zoom in when you go airborne to dunk.
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- *If you hope to hold your own on defense you must master rebounding, and stealing.
- *Play against the computer, or use the Game Link to force feed the ball to a friend.
- *Choose from three challenging levels of difficulty.
- *Win a trip and tickets to a Pro-Basketball championship playoff game.



Available December 1991.



AT THE ARCADES



Dragon's Lair II (Leland)

The game's named Dragon's Lair. Mordroc's kidnapped Princess Daphne. Dirk the Daring's off to the rescue. If that makes you feel like a time traveller, well...this coin-op features time tripping, too! Once again Dragon's Lair II showcases the gorgeous graphics of Sullivan Bluth Interactive Media in a laserdisc tour de force. The first Dragon's Lair injected the idea of interactive video games into the minds of coin-op crusaders everywhere.

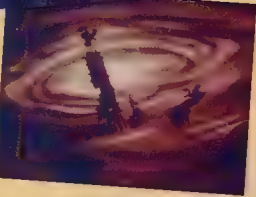


By Hack 'n Slash

Lookin' for some good old-fashioned entertainment? Best get your act outta Hot at the AI But, since you're here, this month we've got a couple of quarter crunchers that come pretty close: one stars a hall of fame knight named Dirk and the other features that big-time, all-American sport (?) wrestling.

The great, top-notch cartoon graphics and animation and some beefed-up laserdisc technology enable this version to continue the legacy.

This time Mordroc whisks Daphne through time, so Dirk must use a decrepit Time Machine to track them across eight deadly levels in cool looking locales such as the Garden of Eden, Beethoven's Studio, and the Tombs of Egypt. This is really a one-player quest, but two players can alternate, too. The gameplay's simple: follow the flashing light and jam the Sword button when your sword blinks. But the story, the graphics, and the multitude of gruesome death scenes are the thing. Be prepared to drop a load of tokens into this one.



You never get down and dirty with ol' Dirk, but you won't be able to talk any stuff in an arcade if you haven't tried Dragon's Lair II.

PROTIP: The good old flashing light doesn't always flash this time. Stay alert and always note any possible avenue of escape.

WWF WrestleFest (Technos)



By Colorful Commentator

America's favorite pumped-up body-pummelers, the World Wrestling Federation (WWF) superstars, are burning up coin-op arenas in WWF WrestleFest. Four players choose from 12 groin-kickin', hair pullin' grapplers, including Mr. Perfect, both members of The Legion of Doom (Hawk and Animal), Earthquake, Sgt. Slaughter, and of course the Hulkster. They pull off some outrageous and painful moves, like Jake "The Snake" Roberts' face-planting D.D.T. and Hogan's Leg Drop. You face off in the squared circle in either a Main Event Tag Team Challenge or the canvas rockin' Battle Royale.

Tag Team play is basic two-on-two wrestling, and the first team to pin a member of the opposing team wins. You tag in and out with your buddy, and can "save" your friend from a fall with a little outside interference. Five matches stand between you and the title.



Royal Rumble is the ultimate pro wrestling bonanza. It's every man for himself with up to six grapplers in the ring at one time. As entrants are pinned, more join in the action until the last one left standing is champ.

WrestleFest not only plays to win, it boasts crisp, digitized voices, great crowd noise, smooth animation, and a TV-style ringside display. You want a title shot? As "Hacksaw" Jim Duggan would say, "You got it, tough guy!" (For a quarter that is.)

PROTIP: In Tag Team mode, toss a foe outside the ring, then pick up "foreign objects" like chairs, cameras, and stairs, and clobber him. Keep him out for 20 seconds for a count-out victory.

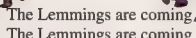
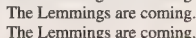
PROTIP: Trap an opponent in your corner, hold down his legs, then let your partner pound him with off-the-top-rope flying elbow smashes.

PROTIP: Hide out in a corner of the Royal Rumble ring and you'll be safe. It's a wimp-out way to play, but it works.

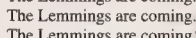




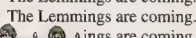
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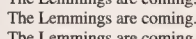
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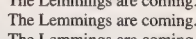
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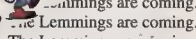

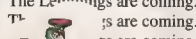
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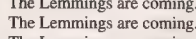
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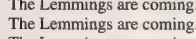
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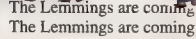
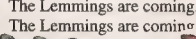
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The Lemmings are coming
The Lemmings are coming



SUPER NINTENDO
ENTERTAINMENT SYSTEM

NINTENDO PRO REVIEW

By The Spam Weasel



After plowing through two NES adventures, two Game Boy carts, and an arcade game, the heroes in a half-shell – the Teenage Mutant Ninja Turtles, need some R and R. And what better place to recuperate than a sunny Florida beach? The Turtles were taking in the sun and sand when they found out (via the tube) that the heinous Shredder had lifted the entire island of Manhattan – literally! The Shredder pulled Manhattan out of the ground and suspended it hundreds of feet in the air. What will our boys in green do?

If you said "rush to the rescue," you're smarter than you look 'cause that's just what the turtles do! But you can expect this to be one bogus adventure – Shredder's got plenty of tricks up his teflon-coated sleeves!



The Shredder's got April – so what else is new?

On the Road Again

TMNT III is eight levels of action reminiscent of the last TMNT NES adventure. Ninety percent of the gameplay is horizontally scrolling – with an occasional vertical jog. You can play by yourself or with a friend (either cooperatively or competitively) but since there are only three continues, this cart is nearly impossible to complete solo. Some Turtle teamwork is recommended if you hope to make it back to the Big Apple with your shells intact.



PROTIP: A key to success in TMNT III is mastering the Flying Ninja Kick. You can perform this move two different ways: hit Button A to jump and then hit Button B immediately to do a quick Ninja Kick. This is best when there are lots of enemies on either side of you – you want to execute a few of these fast kicks, bouncing back and forth to avoid being hit. The other method is to hit Button A to jump and then pause and use the directional control to jump towards the enemy. When you're in range, hit the B button to execute the kick.

You have to get the Turtles back to New York from Florida, so you're safe until you get within view of the Statue of Liberty – NOT! This is the Shredder we're talking about! Did you really think he'd let you hop a Greyhound without being a pain in your turtle butt? No way, tortoise toes! From the moment you try to leave the beach, Shredder's homeboys are in your face: foot soldiers, mousers, Rock Steady, Be Bop, Slash, Groundchuck, Dirtbag, Leatherhead, and of course, that alien ugly, Krang.



PROTIP: To beat Rock Steady at the end of Scene One, you'll need a Turtle that swings a big stick – namely Donatello. Move within a Bo Stick's reach of Rock Steady and hit him, then back off to avoid his kick (his most dangerous weapon). You can continue this pattern, only taking damage from his gun. You should be able to finish him off without dying – if you can avoid his kicks.

Turbo Turtles

When the going gets tough, the Turtles get tougher! Don, Raph, Leo, and Mike

Teenage Ninja Turtles Manhattan

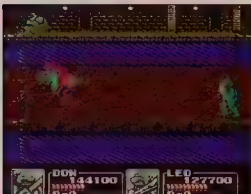


have perfected a few more moves to keep the bad guys on their toes. They still have their patented Flying Ninja Kick (from TMNT II), but now it's easier to use effectively. In TMNT III you can hover slightly or even move horizontally before executing a devastating kick on the Shredder's foot soldiers.

The Turtles can also do a jab-and-toss combo that destroys any foot soldier and damages any other bad guy

Mutant Turtles III

Project



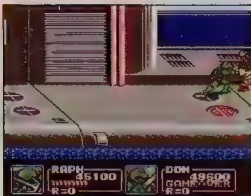
PROTIP: Defeat Leatherhead by ninja kicking at his head, then bouncing away to avoid his spin-tail attack.

the flying fungi might hit on his way down. It's especially effective when your Turtle is surrounded.

The biggest addition to your arsenal is the Turtle Turbo move. Each Turtle has his own special attack that you can activate by hitting the A and B buttons simultaneously along with a direction. These moves are deadly – to both the enemies and your Turtles if you do them too often. Every time you perform a turbo move you lose one bar of life until you're down to one bar. When you only have one bar Konami cuts you a break – you can do the turbo move as often as you like (until you get hit once more – then you're shell-shocked). Raphael has the best super attack – his power drill attack turns him into a guided, twirling missile.

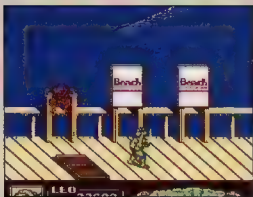


PROTIP: In Scene Two ride your surfboard along the bottom of the screen to avoid most of the obstacles. Swing your weapon to bat any electric shock ball that gets in your way.

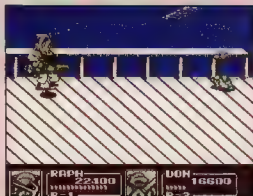


PROTIP: To defeat Ground Chuck, the boss at the end of Scene 2, use Donatello and swing your Bo Stick at Chuck, staying just out of his reach. Chuck charges across the screen three times. Jump him, and on the third charge, follow him. He'll run into the wall, and you can take a few free shots at his back.

PROTIP: When you're in the Technodrome (Scene 6) on the moving conveyor belt, the moving laser beams come out in a high-low-high-low pattern. So jump every OTHER one.



PROTIP: Watch out for falling beach signs!



PROTIP: The Turtle most likely to survive with only one life bar left is Raphael. His power drill attack not only defeats the enemies, it propels him out of danger.

Turtle Soup

TMNT III is non-stop, frantic fighting action – definitely one of the top 8-bit releases for 1992! If you liked the second NES adventure, this cart will really wax your shell. We didn't think it was possible, but Konami has actually surpassed the previous Turtle games in graphics and gameplay! If there's a negative to this game, it might be the difficulty factor. There's a real lack of Pizza in this cart – and you'll find your Turtles have a constant craving for a double pepperoni with extra cheese in the later levels (and of course, against the end bosses).

Nintendon't do alot of things that its 16-bit big brothers can, but one thing you can always count on is a Teenage Mutant Ninja Turtles adventure to push your NES to the max...and Teenage Mutant Ninja Turtles III may just make it blow a fuse!



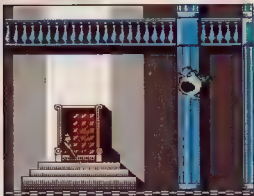
Teenage Mutant Ninja Turtles III – Manhattan Project by Konami
Price not available, Available January '92

By Slasher Quan



Two years ago atop Icofire Mountain, Kuros, the bravest, most popular, and best-dressed Nintendo Warrior of all time, triumphed over his arch-enemy, the dreaded Wizard Malkil. Little did NES players know that just after his defeat, Malkil's ethereal spirit cast one last devastating superspell that shattered Kuros' mind, body, and soul. After months of agonized wandering in agony, Kuros has finally regained some degree of sanity just in time to find his worst nightmare has come true – Malkil's back in town!

Malkil's ghostly form sized up the perfect body to possess – King James of Piedup City. Now James is locked in a dark, dank dungeon, and Malkil's sitting pretty on the throne. Kuros must separate the crown from Malkil's head in Wizards & Warriors III, another epic side-view conquest from Acclaim.

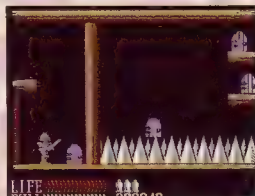


Malkil takes the throne!

Identity Crisis

Malkil's latest crime is so immense, so incomprehensibly evil that one man alone couldn't possibly bring him to justice. But Kuros is one man alone. So en route to the Palace of Piedup, where he faces Malkil in the final showdown, he learns the arts of three medieval professions, Knight, Wizard, and Thief. To join a "guild" and acquire the skills for each career, he must first hunt down a Statue as payment for his training. Then he must complete a rigorous test of his jumping and sword-hacking prowess (which

serves as the bulk of this cart's action) in order to be promoted, up to Level Three. Kuros' new-found abilities help him explore various locales, like the cavern and the castle area, which can be accessed from Piedup proper.



PROTIP: You'll encounter warp doors in some of the testing sites. Enter them when they change colors, but watch out for those which drop you onto a bed of spikes!

Chivalry Reborn

As a proud Knight of the Acclaim Game, Kuros first wields a Long Sword, then a Throwing Axe, and finally a Shooting Sword. His swordsmanship, as in the previous titles, is hard-to-control in certain instances, but it's still razor sharp.

PROTIP: To find the Knight's Bronze Statue, enter the castle area's giant door and head for the first door to the left.



PROTIP: Once Kuros attains Level One as a Knight, return to the cavern and hack the ghoul to bits.

Thief of Fate

Kuros the Thief?? Maybe "catburglar" would be more accurate. As his five-fingered talents grow, he'll be able to pick certain locks and enter sealed-off areas. But don't be concerned, our honorable hero never actually resorts to illicitly pilfering Piedup's goodies.



PROTIP: Look for the Bronze Thieve's Statue inside the bottom left-hand door on the lowest level of Piedup.

PROTIP: Freeze the first boss Thief in his tracks with ducking sword-swipes.



PROTIP: Sneak past the cavern guardian as in Thief.

Under the Wizard's Spell

Sometimes the spell is mightier than the sword. As a cunning wizard, Kuros summons incantations such as Fireball, Force Field, and Levitation. Who says you can't fight magic with magic?

PROTIP: Look for the Bronze Wizard's Statue in the same cavern as the guild.



PROTIP: To dispatch this bee hive, select your Level One Wizard, press the Up-Left direction while holding down the B button, and you'll fry it with fireballs.

PROTIP: Search the worm mini-boss with the Wizard's flame attack.

A Warrior's Destiny

As in the previous *Wizards & Warriors* chapters, the third installment requires jumping and sword-hacking for success. However, some major changes in structure have occurred in Part III. Instead of fighting through multiple levels of play, Kuros must search through Piedup to find an item, use that item, then find another item, use that item, and so on and so forth. Besides the guilds' tests of valor, Kuros goes one-on-one against Malki's thugs, rescues three damsels in distress, and retrieves the precious Mega Gems in order to enter sensitive locations.



PROTIP: Stock up on keys at this inn near the beginning of the game. It's the best bargain you'll find for quite a while.

PROTIP: Stand on top of people if you need an extra jumping boost.

PROTIP: Save free food for when you need it most.

Continuous Problems

W&W III certainly sets the groundwork for a great game with cool character-swapping and some intriguing plot points, but a few quirks in design hold it back from the luster of the earlier entries. The linear structure, mentioned above, may even exhaust Warrior devotees with too much brain-straining item-tracking and not quite enough swordplay. Also, unlike *Wiz I* and *II*, in *Part III* there are zero, zilch, nada, 0 continues or passwords. This is particularly a shame because Acclaim reports this baby's about twice as long as *Ironsword*.

A Matter of Honor

Most NES gamers already know and love the *Wizards & Warriors* saga. As a stand-alone title Acclaim's third installment is better than a run-of-the-mill blade-chopper, but because of the linear structure



and the lack of continues, *Visions of Power* is slightly blurry compared to its predecessors. All the same, the gauntlet's thrown down, and in true knightly fashion, you must decide whether to accept or refuse the challenge.



Wizards & Warriors III Kuros: Visions of Power
by Acclaim Entertainment
\$47.95, Available January



By Gideon

Make way for Captain America and the Avengers!

This Data East cart actually just features Cap (celebrating his 50th anniversary this year) and a few of his Avengers buddies, but they've got some serious superheroin' to do!

Avengers (Un)Assemble!

The title and the box art are slightly deceiving since it depicts Cap alongside Iron Man, Hawkeye, and the Vision. Actually Iron Man and the Vision have been captured by the evil Red Skull, so it's up to Cap and Hawkeye to come to their rescue. This one-player game allows you to alternate between playing either Captain America with his indestructible shield, or Hawkeye, armed with his bow and explosive arrows. Each hero must be played individually, but you may alternate between them at any time.



PROTIP: Make sure there is plenty of "air" around Hawkeye, since he can only fire one arrow at a time until it hits an enemy or flies off the screen.

PROTIP: Both Cap and Hawkeye can kick, punch and jump while their weapons are in the air.

This game also features an interactive Battle Mode that enables up to two gamers to play Cap and/or Hawkeye versus four of the main supervillain Bosses in a simultaneous, no-fills slugfest. Of course, one of you can play the villains, too. Whoever wins three out of five rounds is crowned the champ! This mode is ideal for studying the strengths and weaknesses of all the characters before you play the actual game. It's unfortunate that regular gameplay isn't also two-player interactive.



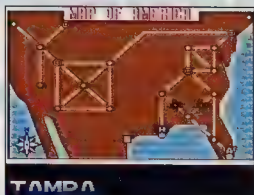
PROTIP: Hawkeye stands the best chance against flying enemies, because he can shoot vertically while Cap can only throw his shield horizontally.



Flinin' and Slingin'

Cap and Hawkeye must successfully travel through 20 U.S. cities overrun with super-powered villains, robots, and mutant creatures, that want to make your trip a one-way ticket. Before you face the powerful Bosses such as the Wizard, the Mandarin, Ultron, or Crossbones, you'll have to face equally powerful Mid-level Bosses such as Fire Man and Dynamite

Napalm. A large Map Screen charts both heroes' status and their progress.



The Map Screen enables you to chart Cap and Hawkeye's progress.

PROTIP: Fire Man is only vulnerable when his flames are out, and the only way to destroy Dynamite Napalm is to burst the oil drums in his hands just before he throws them at you.

Valuable power-ups and special items aid our heroes. Snag 100 Power Stones to make Cap's shield doubly lethal, and collect 200 Power Stones to make Hawk's arrows explode on impact. Floating Energy Pods replenish your life meters. Rescue Pods free you if you're captured. And most importantly - Key Crystals open the Exit onto the next level.

PROTIP: Since there is no time limit, your first priority in the early levels is to take time to load up on Power Stones and 1-Ups in preparation for the subsequent levels.

Make Mine Marvel!

The best indicator of a potentially successful licensed product is that it remains true to its source. It's clobberin' time, Marvel Comics fans! All the heroes and supervillain bosses look like and have the same powers as their comic book counterparts. The action onscreen perfectly captures the spirit and fun of wham-bam-pow comic book fight scenes. Cap and Hawkeye can perform a variety of moves for any situation. Captain America and the Avengers is a solid, action-packed game sure to please gamers and comic book fans alike. Nuff said!



Captain America and the Avengers
by Data East, \$49.95
Available January, 2 megs

The Greatest NES™ Adventure Continues... WIZARDS & WARRIORS III™

Kuros: Visions of Power™

When Kuros™ last did battle with the evil wizard Malkil™ atop Icefire Mountain, he raised his IronSword™ in triumph...or so he thought.

Without warning, a powerful bolt of magic robbed Kuros of his armour, memory, and honor. But now, the distant presence of evil stirs in his mind, leading him to the once fair city of Piedup, where the villainous soul of Malkil now reigns.

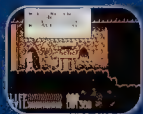
Without his armour, Kuros will need crafty disguises to travel undetected, ready to do battle as wizard, nobleman or thief. From the gloomy depths of the dungeon to the palace containing riches beyond belief...the time has come for Kuros to turn his visions of power into reality!



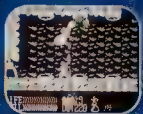
Kuros the Knight Warrior
wields his mighty Silver-
Sword in the face of danger.



To give Malkil a taste of his
own medicine, Kuros must
master the craft of wizardry.



Kuros, disguised as a
thief, moves secretly
through Piedup.



Grotesque créatures of the
underworld stand between
Kuros and his ultimate battle.



By Nintendo
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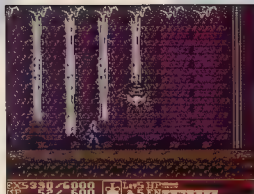
By Boss Music

Young achievers tend to get sucked into stressful situations. Thonolan earned his "Kick Master" degree early in life, but rather than enlist his services with the royal armed forces, he decided to make the most of his opportunity and learn even more karate kicking skills from the respected Grand Kick Master, Tasdan.

devastating Blazing Flip Kick. His back-up banger is a collection of magic spells, including the Earthquake, the Pulse Wave, and the Bouncing Bulb. These incantations are found along the trail to Belzed's Haunted Tower and require magic points to operate.

PROTIP: Try to earn one level of skill per Sector completed and you'll be fully prepared for Belzed at the end of the game.

PROTIP: Fly to the walled-off secret passage in Sector Eight with the Harpy Flying magic.



PROTIP: Use Flying Kicks from a distance to knock out the Thonolan look-alike miniboss in Sector Seven. When the giant tarantula appears, stay low and execute a Double

KICK MASTER

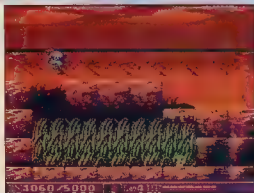
But suddenly Thonolan's blissful schooling is rudely interrupted when the sniveling sorcerer Belzed murders all the King's Knights, does in the King and Queen, spirits away Princess Silphee, and worst of all, kills Thonolan's brother, Macren. Thon must survive eight side-view Sectors of Nintendo kick-em-up if he ever hopes to set right Belzed's most heinous wrong!



Burnin' down the Princess' house.

Just for Kicks

As the name of Taito's new game implies, your primo killer weapon isn't a sword, fist, pistol, or whip, but a highly-trained, unshod, manicured foot. Thonolan starts off with basic martial arts moves such as the High Kick, the Sweep Kick, and the Vertical Press Kick, but as he defeats enemies and collects experience points, his level of mastery advances and he learns new techniques such as the Double Front Kick, the Double Butterfly Kick, and the



PROTIP: Kick away blocks to uncover new magic spells, secret power-up items, and hidden passageways. Look for the Force Shield Magic buried in the weedy section of Sector Six.

Belzed's Hangouts

All creatures great and small, and the evil dude Belzed created them all. Lizard Warriors, Skeletons, Rat Soldiers, and other nasties patrol creepy locations like the Cavern of No Return, the Bottomless Crevasse, and the Ship of Strife. Although not the best of the NES best, the stages are generally good-looking, and the music keeps your fast feet company.



PROTIP: To defeat the overgrown octopus at the end of Sector Five, shred its tentacles with kicks or magic, then leap and Vertical Press Kick its back.

Butterfly Kick to hit the spider and the mini-arachnids simultaneously. Bust through its threads with kicks when necessary.

PROTIP: Leap away when the green two-headed lion boss of Sector Four fire-balls across the screen, then finish him off with the Sliding Kick.

PROTIP: Knock out Belzed's changeling guardians with aerial attacks. Then smack Belzed with your flying foot over and over again when he descends, but keep moving or you'll be fried by lightning.

Kick Master Kicks

If Kick Master sounds similar to most NES side-scrolling martial arts offerings, you're right. But that doesn't mean it's not great! The challenge pushes the fast-and-furious needle almost off the scale, but that's cool because you get unlimited continues and passwords. While the characters are a bit smallish, the gameplay, reminiscent of Ninja Gaiden and Shatterhand, is A-okay.

If you're up for some hot 8-bit foot-to-foot combat, get your kicks in with Kick Master!



Kick Master by Taito America
Price unavailable, Available January
2 mgs + MMC-3

TERMINATOR 2™ JUDGMENT DAY ON NES™ & GAME BOY™

T-800 DATA FILE/READ ONLY

1987: THOSE WHO SURVIVED THE THERMONUCLEAR DESTRUCTION CALLED IT JUDGMENT DAY...BUT THEY LIVED ONLY TO FACE A NEW NIGHTMARE: THE WAR AGAINST THE MACHINES.

2029: SKYNET, THE SUPER COMPUTER THAT CONTROLS THE MACHINES, SENDS A T-1000 TERMINATOR BACK THROUGH TIME. IT IS PROGRAMMED TO TERMINATE JOHN CONNOR BEFORE HE BECOMES THE LEADER OF THE RESISTANCE!

IF IT SUCCEEDS, HUMANITY IS HISTORY.

NO FATE BUT WHAT YOU MAKE ON NES™:

You are a T-800 terminator. *It's a T-1000.*

You carry a lever-action Winchester.

It's invincible. You have on-screen target search displays. *It's made of liquid metal.*

You have 10 barrels of high-explosives.

It is the ultimate weapon of destruction!

FIGHT IN THE FUTURE...SAVE THE PAST ON GAME BOY™:

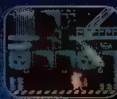
First battle titanium hyperalloy T-800's as the John Connor of 2029. Then, enter SKYNET, capture your own T-800, and become the Harley riding, grenade firing, terminator of today!



The battle for tomorrow begins today...with you!



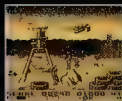
These bikers are tough, but they ain't seen nothing like a T-800!



Can you take the heat? Destroy the T-1000!



Save humanity and terminate the T-1000 with T2 on NES™ and Game Boy™. "Hasta la vista, Baby!"



Destroy Skynet defenses in the future.



Red line young John Connor to safety!



Lead a hand to the Resistance—destroy the terminator endoskeleton.

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The Bard's Tale

PRO
VIEW

Bignose the Caveman



By Monty Haul

Lend me your ear, young lad, and I'll tell you the tale of a brave minstrel, his band of merry men, and how they rid our fair town of the mad wizard, Mangar. In fact, this tale can be your own if you play the game known as "The Bard's Tale."

A New Role to Play

FCI's The Bard's Tale, a computer classic, combines some of the best elements of other adventure carts with new innovations. Your team consists of six Dungeons & Dragons adventurers, a Warrior, a Rogue, a Hunter, a Sorcerer, a Wizard, and of course a Bard. They've got great tricks up their sleeves, like the Bard's songs and the Sorcerer's instant illusionary allies (who fight by your side). Magical abilities are based on a spell point system, so you can divvy up enchantments as necessary. Combat, like the rest of the cart, is menu-driven and easy to conduct.

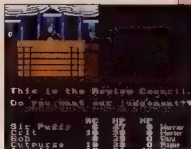
As in most such scenarios, Bard's Tale requires lots of beast-bashing to build experience and add new powers to your party's arsenal. You explore dozens of map-making-required mazes, and unlike most similar titles, here

you get two play views, a first-person 3-D look and an over-the-shoulder view. While BT's visuals and music aren't much to talk about, the diverse locations throughout Skara Brae, such as the Wine Cellar and Kylearan's Tower, are a definite high point.

PROTIP: Cast the *Sory Site* spell to determine your compass coordinates (north and east) on a 16x16 grid map.

A Tale to Remember

Bard's Tale isn't the best-looking or sounding RPG around, but maze trail-blazers will find this musician's song is worth a listen.



Fight for your life and a promotion at the Wine Council.



PROTIP: In order to enter the Wine Cellar, the first dungeon, request Grape Juice at the Skaral Lord. Find the Cellar's stairs to the Sewers at 2 North and 15 East. Next, battle the Sewer Spider at 4 North and 9 East, and finally claim the Heretic Proof at 2 North and 10 East. Use the Proof to enter Tarjan's Temple.

By Boss Music



Back in the dark ages, cave-people depended on bountiful harvests and successful hunts to survive. Unfortunately for Bignose the Caveman, this year's take on meat and veggies has been sparse, so he's decided to hit the trail in search of grub.

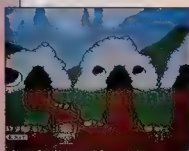
Jungle Fever

Bignose's prey for the day is a pesky pterodactyl. He chases the beast across four dinosaur-infested islands: Paradise, Monster, Terror and Chaos. He then explores seven areas in each, including murky swamps, subterranean caverns, steamy jungles and active volcanoes. Most of the inhabitants are mini-dinos and creepy plantlife. There's also a large helping of big boss characters, including a Tyrannosaurus Rex.

All action unfolds in the standard side-view perspective. Bignose swats enemies with his club, collects bones (prehistoric currency), and berries for extra rock-crushing batting strength.

He can also catch air by using his club as a propeller! The SuperChip graphics are colorful and flicker-free, although they do suffer from occasional slow-down.

PROTIP: Use a rapid-fire controller for a great turbo-charged club advantage.



Pick a cave, any cave.

PROTIP: Land on a floating turtle when its shell peeps out of the water.

PROTIP: You'll lose altitude in the flying sequences if you swing the club. Avoid enemies.

Prehistoric Purchases

Bignose can use the bones to buy witchcraft spells, hard feet (for a Mario-type stomp move), invincibility and extra lives.

PROTIP: If you see a bone in a hole, jump in after it and you'll find a secret passage.

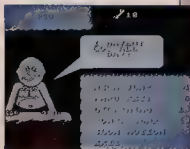
Hard as a Rock

Bignose does a great Mario/Adventure Island impression, complete with secret areas. It's not for the meek gamer, however. Bignose is tough as a big ol' fossil, and could wind up too difficult for those who can't bear zero continues.

All "schnoz" jokes aside, Bignose is a moderately-fun, highly challenging island adventure in cave-dude clothing. Grab a club and start swingin'.



PROTIP: To beat the giant scorpion, smack him in the jaw and leap over his tail whirr.



Smart shoppers rack up on prehistoric goodies.



The Bard's Tale by FCI,
\$54.99,
Available now
1 meg + battery back-up

Bignose the Caveman
by Camerica, \$54.95,
Available now
2 megs + SuperChip

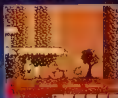


WANT TO PLAY A GREAT GAME, BOY?

It's your pal, Beetlejuice™, here to bamboozle those bewitchers from the Neitherworld vacationing at lovely Lydia's place. This house is HAUNTED!

Flying cups and saucers and clothes that spring to life cause quite a panic... especially when they're coming for you! It's a horrific 5 level challenge to spook attic ghastlies, rattle angry skeletons and scare ghostly bats. Vampires may even join you for a "bite" to eat. Hmm... maybe we should skip lunch today.

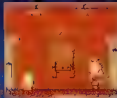
These Neitherworld ghoulo-ramas are no match for us. Has the "ghost with the most" ever let you down?!!



Graveyard Mix-up!



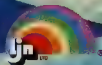
Neitherworld Pagosnake!



Funny face scare-off!



Check out the
**"GHOST WITH
THE MOST"**
for your NES™ too!



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Mini-Putt



By Toxic Tommy

Miniature golf makes golfing snobs hold their noses, but Mini-Putt by JVC is a radical NES mini-golf game! OK, so it isn't "real" golf, but there's just as much thrill to sinking a long one under the elephant's trunk as there is in holing out a monster par 5 in a "real" golf game.

Mini-Putt's graphics won't win awards for originality, but they're sharp, nicely detailed, and fun. And they put those in some "real" NES golf carts to shame. You play in an overhead view, and you move a crosshair across the holes (which are several screens long) to scan them.

Mini-Putt games consist of nine holes with plenty of options. Up to four players can play. Try regular stroke play or go for bucks per hole with Skin play.

There are four challenging courses: Traditional, Deluxe, Challenge, or Classic. Challenge looks like a mad doctor's course maze with deadends, trap doors, and water hazards. Classic is where all the fun stuff is—the Elephant's Trunk, the Space Shuttle, the Airplane Propeller, and more.



It's classic golf

The three button-press putting is a breeze. Touch and timing are the watchwords. You need a pool

player's eye for angles and a daycare worker's patience. Some moving obstacles can sprain your brain. The wildly ricocheting ball may dredge up Breakout flashbacks!

The last time I played real mini-golf, my date dumped me at the windmill for Big Al Kishima. So you can have my memories; give me Mini-Putt.



Mini-Putt by JVC

\$39.95, Available February '92, 2 megs

Talking Super Jeopardy



By C.T. Asian

Jeopardy has swept the nation, turning dinner time into trivia time. GameTek has tried many times to capture game show excitement on an NES or a Game



He's a great host but he's no Alex Trebek.

Boy cart. But they've been working with a handicap. After all, you can't keep anything you win on an NES game, so some of the fun is missing from the start. But with Talking Super Jeopardy, a one to four player cart, GameTek has made progress.

PROTIP: Write down the password even if you don't win, along with the winning computer player name. You can advance to the next round by entering the password along with the name.

Talking Super Jeopardy talks up a digitized storm. The host says things like, "Let's play Jeopardy," "Correct," and each time you choose an answer, "For 200 points the answer is..." The voice is clear, if unemotional—definitely one of the better features of the game.

Unfortunately, this game still suffers from problems that plague other GameTek Jeopardy releases.

Graphics? No comment. The categories only have five questions, so once you've played a category, you know the answers the next time. You can change the categories by hitting Select before you begin, but eventually it's no contest. This really limits the fun.

Another drawback is that you have to be a spelling whiz as well as a know-it-all to succeed. Misspell an answer and there's no guarantee the game will allow it, even if it's correct. Super Jeopardy sorely misses the "human" element. Jeopardy fares better when you play with friends, but as a solo game it's only a day's diversion.



Talking Super Jeopardy by GameTek

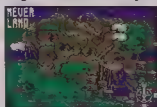
\$49.95, Available now, 2 megs

Hook



By Feline Groovy

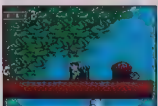
Looks like Peter Pan couldn't avoid growing up, after all—at least not in Hook, an NES game based on Disney's big holiday movie. Old Captain Hook's come back for revenge—he's whisked Pan's children back to Neverland.



Use this map to help you search Neverland.

Pan needs help, but his old pals, the Lost Boys, are having a tough time believing he's really Peter Pan. In order to prove himself, Pan must jump, fly, hack and slash his way through treacherous Neverland to find four items: a Sword, an Alarm Clock, a Crocodile's Tooth, and his old toy Horn.

Armed with a tiny sword, Pan takes off on a 16-level, multi-scrolling search through Neverland's forests, lagoons, and more. He



also tackles two Sub Areas: one where he flies through an obstacle course and crosses swords with his old pal, Rufio. Although Hook sports bold, crisp, colorful graphics, tolerable music, and moderate challenge level, there's a troubling flaw—gameplay. Pan can jump high and survive

long falls—a big plus. However, his limited range of sword swinging motion and lethargic forward movement make gameplay a bit of a drag. If you're a big Pan fan (and we mean really "big"), this video jaunt to Neverland may be worth the trip.



Hook by Sony Imagesoft

\$39.95, Available February '92, 1 meg

GOLF POWER™

Greg Norman

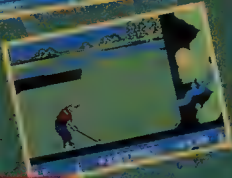
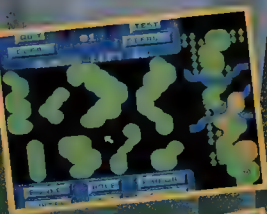
Close your eyes and imagine the perfect golf course. Whether you conjure up an image of a real-life, world famous course or visualize a championship course of your own design - if you can dream it, you can play it with Greg Norman's GOLF POWER. Our exclusive Course Designer with battery back-up allows you to customize your own 18-hole championship course and then save it in memory.

GOLF POWER challenges you with:

- Multiple putting and driving ranges
- Amateur, Pro-Am, and Professional levels of play
- Practice, Matchplay and Strokeplay with single and team play options (up to four players)
- On-screen ability to control your swing, for a game that demands more skill than luck.
- Changing wind and weather conditions

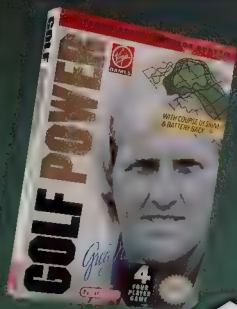
Create a dream course, play one of the pre-set courses in England, Scotland, the USA or Japan, or rejoin a saved game right where you left off.

Just like the great White Shark, you'll need total concentration, strategy and control to make the leader board.



COMING SPRING 1992!

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SEGA GENESIS

Great Expectations for 1992

Software makes hardware. Feast your eyes on what's coming this year for the Sega Genesis.

Sega's Genesis was the first 16-bit video game system, before most people knew what "16-bit" meant. Now thanks to some hard work (and some massive PR by certain high-profile competitors) everybody's talking 16-bit, but no one has more games in the loop than the Genesis. Here's a preview of what's due in '92 – so far!

Sega of America

Alisia Dragonoon

This unusual title features action/adventure style gaming starring a heroine – Alisia Dragonoon. Alisia's palace is attacked by marauding monsters bent on destroying all of humanity. She's out to save the day with the assistance of her four stout companions: Fire Dragon, Thunderbird, Boomerang Lizard, and Power Burst. Alisia totes a multi-directional, auto-targeting energy beam as her weapon and fights in tandem with each of the four creature-helpers, who have unique attack weapons of their own. (Available Feb. '92)



Alisia Dragonoon

California Games

Hey, dudes, get ready to, like, hit the beach and compete in five gnarly California-style events – BMX bike-racing, Footbag, Roller Skating, Half-Pipe Skateboarding, and Surfing. Radical! Even better, up to nine buds can compete at the same time. Like, it's the perfect party game. And the graphics are so awesome you're

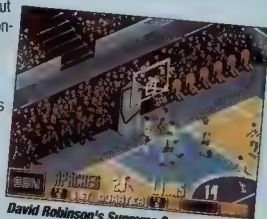
gonna' feel the sun on your skin and the wind in your hair. Hit the beach, or hit California Games. (For more info see GamePro, January '92.) (Available now)



California Games

David Robinson's Supreme Court

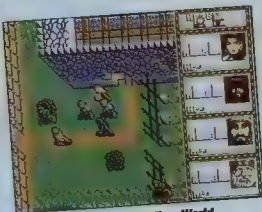
Welcome to Mr. Robinson's neighborhood! Just in time for the Olympics Sega's planning to release their latest basketball cart – David Robinson's Supreme Court. This title features a 45 degree angle view of the court, digitized graphics for incredibly life-like players, and mucho speed! Check out Robinson's two-handed monster slam, his demoralizing blocks, and his awesome jumper. You can run, jump, dribble, fake, steal, and pass – and don't forget to try a tomahawk slam dunk, reverse layup, or a 360 degree spin dunk. Here comes the Judge! (Available March '92)



David Robinson's Supreme Court

Dungeons & Dragons: Hollow World

In this first official Dungeons and Dragons role-playing title for the Genesis you assemble a band of companions to help you explore a new world. Choose from fighters, clerics, magic users, elves, dwarves, halflings, and thieves. Outfit your company wisely and prepare to dabble in magic and intrigue. Fight for your life as you explore a world depicted with gorgeous 3-D graphics. Designed to capture the D & D gaming experience, this one looks hot! (Available May '92)



Dungeons & Dragons: Hollow World

Continued on page 38.

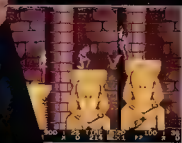
LOCK AND LOAD THEN ROCK 'N' ROLL

Blast through incredible firefights in eleven deadly levels of **eight-megabit** mayhem. ROLLING THUNDER 2

— Namco's hot new sequel to the arcade smash hit. Challenge the terrorists alone, or hammer 'em with super-agents Albatross and Leila together in TWO PLAYER SIMULTANEOUS ACTION! Passwords and unlimited continues keep the action rolling.



Stalk Big Game!



Killer Graphics will blow you away!



Capture weapons for fierce firepower!



namco

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Galaxy Force II

Galaxy Force II wowed our eyes and churned up our stomachs in the arcades, and now it's ready to do the same to you on the Genesis. From a behind-the-controls first person 3-D perspective you fly your ship through five dangerous missions. One moment you're blasting your way through a rainshower of enemy ships in

the depths of outer space, the next moment you're weaving through the tunnel-like 3-D mazes of a planetary space station. This fast-action, high tech adventure is guaranteed to push your eyes and reflexes, not to mention your equilibrium, to the limit. (Available Feb. '92)



Galaxy Force II

Golden Axe II

Golden Axe II revisits the hack 'n slash action of the Sega smash, Golden Axe. The three original heroes are back in an all-new multi-level action/adventure. Your favorite Axer totes the same weapon as in the original adventure, but there are also some all-new maneuvers and techniques, as well as some cool new magic. If you loved Golden Axe, take a swing at Golden Axe II. (For more see GamePro, January '92) (Available now)



Golden Axe II

Kid Chameleon

Kid Chameleon is a radical dude who's on a trip through more than 100 levels of forests, mountains, islands, and underground volcanoes — each with secret passages and areas. This kid uses his head, err...actually his hats or helmets to make his adventure easier. Each of the different helmets he dons changes him into a different creature. As Rhino-Head he smashes through walls. When he's Skull Crusher he shoots skulls. As the Samurai he slashes anything that gets in his way! Now that's a head trip!

(Available March '92)



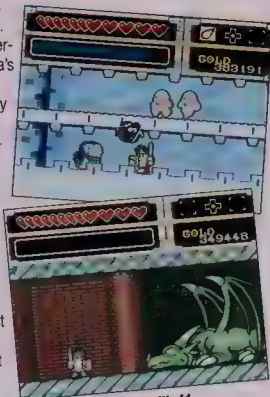
Kid Chameleon

MLPBA Sports Talk Baseball

In case you were wondering if Sega was ever going to release another baseball cart for the Genesis, wonder no more. Next in a line-up of Sports Talk games, Sega's going to bat with a baseball game that features an announcer for play-by-play à la Joe Montana Football II. The game also sports all of the Major League baseball players and teams based on the 1991 stats. Even the playing styles and likenesses match the real life players! Play ball! (Available March '92)

Wonder Boy in Monster World

Master System owners know Wonder Boy well. He starred in three different adventures for Sega's 8-Bit system. What's next? Well, Wonder Boy makes his 16-bit debut in Wonder Boy in Monster World. In this action/adventure title he joins up with a magical companion to battle hordes of creepy creatures. To survive Wonder Boy must gather special items, use magic, and his best fighting skills and smarts to rid the planet of his powerful foes. (Available Feb. '92)

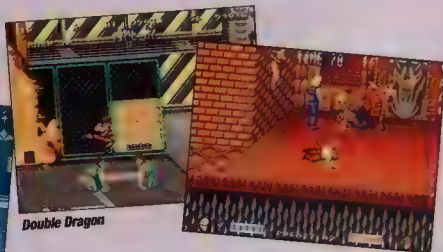


Wonder Boy in Monster World

Ballistix/Arcade Megahits

Double Dragon

You know the story. The Shadow Warriors made off with Billy Lee's girlfriend, and Billy and bro Jimmy will risk life and limb to get her back. You know the moves: uppercuts, face-digs, shoulder-throws, and flying karate kicks. You know the game— Double Dragon. And now you know the system— Genesis! Double Dragon does 16-bit. Watch for it.



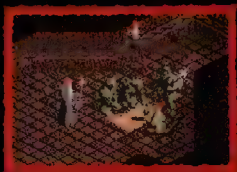
Double Dragon

MEET THE MAKER.



Execute death-dealing blows in full-screen combat

Terror is his trademark—a nightmare come to life. And you (yeah, you!) must confront him. Penetrate the mysterious dangers of his dungeon lair. Slay the multitude of gruesome characters who protect it. Try it just one time. You'll swear there are worse things than death.



Animated traps, puzzles, and lethal surprises

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The Games: Winter Challenge

Olympic hopefuls rejoice! The Games: Winter Challenge is on its way to your Genesis. Lace on the skis/skates/sleds in seven Winter Olympic events, including the Luge, Ski Jump, Biathlon, Speed Skating, Bobsledding, Cross Country, Downhill, and the Giant Slalom. Improved-from-PC visuals are hot-looking polygon-fill from an intense first-person perspective. Multiple players participate, so this ice is definitely hot.



The Games:
Winter Challenge

Super Off Road

You loved what it did for you on SNES and arcade mud tracks, and now you can win cash and prizes in the Genesis version of Super Off Road. One or two players make haste and make waste on dozens of four-car pedal-to-the-metal tracks.

Graphics are sharp, music is hot, and the engines are revved. Feel the need for speed!



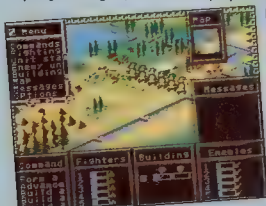
Super Off Road

Bignet

Warrior of Rome II

As the guardian of ancient Rome, you must lead your loyal forces to victory in the heat of Genesis battle. Rebels threaten Rome's prosperity once again, and with the proper battle guidance, peace will be restored. Pick your fight from 20 battlegrounds.

New features include a 3-D, Populous-style map, an easy-interface windows menu-selection system, and a multiple-file game save. Go for ancient glory with Warrior of Rome II.



Warrior of Rome II

Data East

Atomic Runner

Atomic Runner, a little-seen and little-played Data East arcade oldie, comes to the Genesis with refurbished multi-scrolling graphics. You're a 2Xth century cyborg on a mission of kill, kill, and kill some more. Screen-filling enemies contrast well with your character's pint-sized sprite. Controls take practice, but the slick power-ups and nifty explosive effects make this one to watch.

Two Crude Dudes

You wanna know who's bad?? The Bad Dudes, that's who! They're back from the coin-op and the NES, sort of, in Two Crude Dudes for the Genesis. Although it isn't specifically a sequel, Data East's latest 16-bit kick-and-slugfest is basically a revamped Bad Dudes, but with tons of new enemies, graphics, street-pounding sounds, and all sorts of moves. You can grab-n-throw enemies, street signs, cars, and even your partner in crime-fighting. Play it, live it, be CRUDE!

Electronic Arts

Black Crypt

A fully animated dungeon adventure with an innovative, user-friendly, point and click interface, and a detailed first person point-of-view perspective. You'll be challenged by real-time combat and spell-casting as you attempt to retrieve mystical artifacts that may hold the last hope for the world against the dark lord, Estoroth. (Available May 1992)



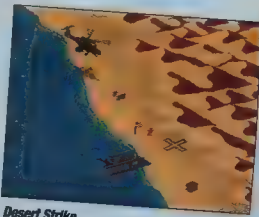
Black Crypt

Bulls vs. Lakers and the NBA Playoffs

Another top-notch sports game from the masters of Genesis sports carts. This time, you've got the Bulls, the Lakers, and the rest of the 1991 NBA playoff participants. If you ever wanted to run your favorite NBA squad, this is about as close as you're going to get—unless you're related to Jerry Buss. (Available March 1992)

Desert Strike

Get set for some hellacious helicopter flying! With the copilot of your choice fly a solo mission into the heart of the Middle East. Your objective: eliminate a hostile dictator and his military operation. Sounds familiar. This cart is a combo of arcade blasting action and war simulation and strategy. (Available March 1992)



Desert Strike

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One-on-one basketball with the NBA's creme de la creme. As in the NES and PC games of the same name, you take the role of Air Jordan or the Birdman in a hot game of half-court. But if that's not enough, there's also a Three-Point Shooting Competition and a Slam Dunk contest. Just think, you could answer the burning question: Is it Michael or the shoes? (Available April 1992)



If you thought the first *Might and Magic* adventure for the Genesis was intense, wait until you get a load of this baby!!! This 8 meg monster with battery back-up features a new icon-based interface and double the amount of animation of the first cart. Your goal is to lead a party of adventurers across the seven islands of Terra, and as in all *Might and Magic* adventures, there's no predetermined path for you to follow. (Available May 1992)

At last! The first video game based on the epic J.R.R. Tolkien saga of Middle Earth. As Frodo, the Hobbit, you must rally the Fellowship of the Ring to protect the one true ring against the evil threat of Sauron and his Dark Riders. This cart will combine the best elements of fantasy roleplaying and graphic adventure. (Available 1992)

It was bound to happen! The most popular "educational" computer game of all time has found its way to the Genesis and learning will never be the same again. Travel across time and space to track down Carmen and her gang of notorious "history" thieves and retrieve the priceless historical relics they've stolen. You'll cruise to dozens of locations in your chic Chronoskimmer 320i – the top of the line in time travelling vehicles. You've got a limited amount of time to track the crooks, so don't admire the fine leather interior too long! (Available March 1992)



TurboGrafx-16 players and arcade vets know *Splatterhouse*. Namco did the original programming. If you survived the grisly gaming in those systems, you know that Rick rescued Jennifer from the West mansion, that is, *Splatterhouse*. This version takes place three months after Rick's escape. He's plagued by nightmares starring Jennifer and the terror mask, which endows him with slasher strength. That's all we know, but you can bet Jennifer's headed for more ghoulish trouble. Nine levels with ghastly bosses, unusual bloodthirsty enemies, brand new slasher weapons, and eight megs of gore galore. Sounds fun. (Available Summer '92)



JUNGLE JUSTICE!



The call of the wild has been heard! Pestilent poachers are hurting our wildlife and driving it to extinction. Don't lose sight! Grab your jungle garb and start kicking fat! These guys are serious and it's a real zoo out there.

These cruel crooks have tons of elephants, gorillas, eagles, lions, and other animals locked up in cages facing cruel captivity. You have to fight fierce poachers and free the captured animals. The animals will help you against the poachers if you help them. Watch out though, the poachers will take your hide all the same! You will need fists of fury to pound out this group of goons. Be on the lookout for weapons, you can take from your enemies too.

GENESIS

These can help equal overpowering odds.

If you are hoping to swing from vines in buckskin briefs, you are climbing up the wrong tree. You need to punch in and get to work! There's no time to waste. Put justice back in the jungle.

Choose Among Four Unique Heroes

Cruising Hand-to-Hand Combat

Venture Through Thick Jungles and Dark Caves



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Pigskin

Return to the primitive days of sport when football was "foot-brawl." This is an offbeat, slightly demented take on the America's favorite pastime that you may have seen in the arcades. You can literally slash your way to the goal line and burn the defense with a deep pass. Better yet just burn them period with a red-hot flaming torch! Maybe bribing the official isn't really different from real football, but you get the idea. Dodge the troll, jump the water hazard, fall through the trap door, and we'll fake it to ya! (Available March '92)

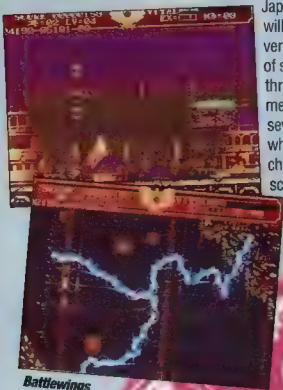
Vampire Killer

All you bloodsuckers out there cringe whenever you hear the name "Von Helsing." In this 8 meg action/adventure cart, Count Dracula's fearless nemesis is now a grandfather, and you play his grandchild as you carry on the family's legacy of stake pounding to make the Undead, err...un-undead! Vampires have taken over 13 towns, and you must defeat hideous henchmen, vampireresses, demon rats, hellhounds, and other vile beasts of the dark to face fearsome town Vampires. You use classic vampire tools including Holy Water, a Crucifix, and wooden stakes to vamp the vamps. Don't forget your Vampire Bite Kit!

Sage's Creation

Battlewings

If you like massive, juggernaut-style, battlegwagon spaceships, wait till you see Battlewings. Hot-B created this horizontally-scrolling shoot-em-up as Steel Empire for the MegaDrive in Japan, but Sage's Creation will showcase the Genesis version. It will take nerves of steel to blast your way through this battle. This 8 meg monster flies across seven slick-looking levels, which end up at boss machines that are several screens long.



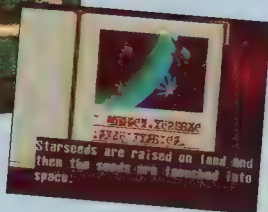
Battlewings

Star Odyssey

This ambitious 8 meg RPG blasts you off far into the future and deep into outer space for a futuristic adventure on a grand scale. One player will guide eight Warriors from the civilized planets of the Federal Empire Galaxy (FEG) across the stars to seven different planets, where they come face-to-face with 80 different alien races. They must battle the forces of the evil Radan in order to uncover the secret of an ancient tribe, who may have developed a super civilization thousands of years before the FEG.



Star Odyssey



Taito

Cadash

Cadash made its way from the arcades to the TG-16, and now it's on its way for the Genesis. A unique blend of role play, quest, and arcade style action, Cadash features sideview horizontally scrolling sword and sorcery for two players. You choose between four characters - Fighter, Mage, Priest, and Ninja - who must battle to save a princess - again. But, hey, it's the journey, man, not the destination! (Available April)

Tengen

Paperboy

The toughest delivery route a Paperboy ever attempted, Atari's arcade game of the same name is coming to Genesis crash courses later this year. Grab a stack of hot-off-the-presses papers, make a prompt and courteous delivery, and don't forget to smash windows for bonus points! News REALLY travels fast in Paperboy. (Available May)

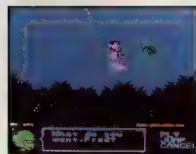


Paperboy

*Fun with whole
Flintstone family*

*Plenty of
prehistoric pals
and funny foes*

*Surprising new
friends in the
future*



THE FLINTSTONES®

The Rescue of Dino & Hoppy



BEDLAM IN BEDROCK!

Turn your watch back a few million years and join the whole Flintstone family in prehistoric pandemonium. A visitor from the future has taken Dino and Hoppy, Fred and Barney's pets, for his prehistoric zoo. You have to help Fred get them back and restore happiness to Bedrock.

You must journey through Bedrock collecting pieces to build a time machine. Watch out though, primitive foes will cause many woes! Bikeman, Frankenstone, King Snake, and Saber Tiger are just a few of the unfriendly obstacles you and Fred will have to outsmart and outwit. Take advice from

your friends in Bedrock too! They can provide helpful hints and key clues.

Well, you'd better get moving. You still have to figure out how you're gonna use Fred's one-on-one basketball skills, build that darn time machine, rescue your beloved pets, and, much, much more! Wow! You're gonna be awfully busy.

Don't worry though; this comical adventure and Fred's encouraging "YABBA DABBA DOO!"™ will leave you in stone-age stitches.

Nintendo
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Rampart

Ahoy, Genesis gamers! Tengen's brewing up Rampart for 16-bit screens. In this coin-op translation, one player must defend his or her beholden castle from seaboard invading fleets, or two players can struggle for the rule of the realm. You knock down each other's fortresses, then build 'em back up with new walls and more guns. Let the cannonballs fly with Rampart! (Available May)

Road Riot 4WD

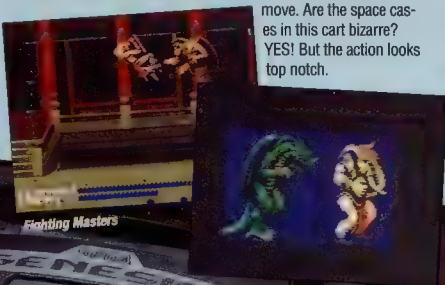
Road Riot is the current king of off-road coin-op racers, and Genesis is next on its speed-demon agenda. Photos are top-secret in Tengen's lab, but if the arcade experience is any indication, expect some high-speeds, rump thumping thrills through hazardous tracks of chassis-grinding driving. (Available late '92)

Treco

Fighting Masters

Fighting Masters may be something like Hulk Hogan goes galactic. The cart stars 12 intergalactic wrestling champions. You choose an ET grappler, warp to an alien battleground, and then you bust heads or whatever. Each fighter has over 30 different moves – if you can figure out what limbs you're supposed to

move. Are the space cases in this cart bizarre? YES! But the action looks top notch.



Steel Talons

Just the mention of the name Steel Talons is enough to get arcade aces-of-the-skies stoked for a Genesis version. And it will happen! But not for a while. When we have more info and pix on this hottest of hot air-to-ground-to-air copter combat sims, you'll be the first to know. In the mean time, see Hot at the Arcades in the January '92 issue of GamePro for the lowdown on the coin-op version. (Available late '92)

Warsong

"Warsong" is the name of a legendary sword of great prestige and power. The family of Baltia's got it; the evil emperor Pythion wants it. That sets the stage for massive battles, which tear up this cart's strange fantasy landscape. Military strategy game meets fantasy RPG. The bulk of Warsong involves trying to win campaigns – 20 in all. The winning and losing conditions for each scenario vary, but basically you control key members of the Baltia kingdom and the armies they lead. Lose one battle, however, and you lose the war!



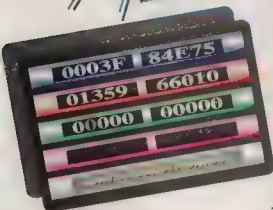
BECOME INVINCIBLE!!

MORE POWER

A word search puzzle grid featuring several words related to power and energy. The words are arranged vertically or diagonally:

- MORE**: Appears three times at the top of the grid.
- POWER**: Appears twice in the middle-left section.
- ENERGY**: A long vertical word in the center-right.
- FUN**: Located in the middle-right area.
- EDGE**: Partially visible at the bottom left corner.

The grid also includes decorative elements like zig-zag arrows and small colored squares (yellow, red, blue).



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GENESIS PRO REVIEW

By Speedy Buns



This single player run-n-gun arcade-style shooter begins in Los Angeles, circa 2029. A nuclear holocaust triggered by rebellious machines has shoved the human race to the brink of extinction. One human, John Connor, is leading his fellow beings in a successful revolt against the mechanoid monsters. In an effort to stop the uprising the machines send Cyberdyne System Model 101 – alias The Terminator – back in time to destroy Sarah Connor before she can give birth to John. As futuristic guerilla fighter Kyle Reese your mission is to travel back in time to 1984, find Sarah Connor before the Terminator does, and save her unborn son.

One Life to Live

Hey, if the plotline sounds complicated don't worry, because the gameplay isn't. Beating Terminator's six horizontally and vertically scrolling levels is all about survival of the fittest – shoot and run towards the end of the level. And if you survive you really are fit – the game has four difficulty levels ranging from Easy to Very Difficult, and you've only got one life (no continues, no passwords, no return!).



PROTIP: The only way to stay alive is to avoid getting tagged by enemies (impossible) and grab every Life Cannister you see. These appear occasionally when you destroy enemies.

To defend himself against menacing machine and human foes Reese arms himself with several different kinds of weapons. In the Future, Reese lobs an

unlimited supply of Grenades at the machines. He can also snag Time Bombs by picking up Bomb icons hidden in different areas of the level and grab a Machine Gun about halfway through Level 1. When Reese travels back in time to 1984 his defense is limited to a sawed-off Shotgun.

Hasta La Vista Baby!

Each level mirrors the original Orion Pictures flick. In Level 1 Kyle battles his way to the heart of the Terminator headquarters and destroys the master computer, Skynet. Then he makes a break for the time-travel machine that sends him back to 1984.



PROTIP: Just at the beginning of Level 1, wait for the Bomb icon to appear and reappear several times in order to stock up on Bombs.



PROTIP: To destroy the machine guarding the Machine Gun, just crouch and lob Grenades at it underhand. You'll take minimal damage and eventually blow the machine away.

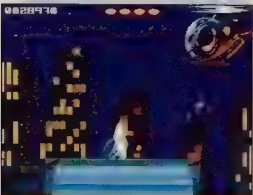


PROTIP: Skynet is in the lower right-hand corner of the level. Use a Bomb to blow it

sky high and then head to the upper right-hand area of the level, and the time machine, as fast as you can.

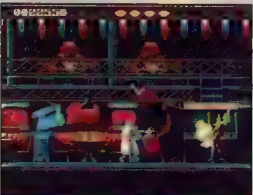
PROTIP: Keep moving forward. Get tangled up battling those pursuing you and you'll take more damage than it's worth.

In the three different areas of Level 2 Reese returns to Los Angeles in 1984 and searches for Sarah Connor. He's trailed by police, bomb-tossing SWAT-team members, and missile-firing choppers across the roof-tops of L.A. Reese finally tracks down Sarah in the TechNoir Bar – but so does the Terminator!

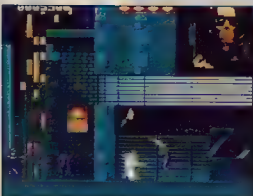


PROTIP: Avoid taking damage from the helicopters by kneeling and standing still.

Level 3 takes place inside the Police Station where the cops have slapped Reese into a cell. He's got to search the entire station until he finds Sarah. The Terminator's hunting too!



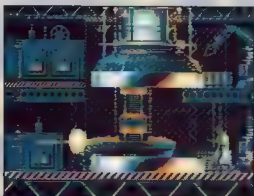
PROTIP: At the end of Level 3 just blast away at the Terminator until he falls and then run past him until you reach Sarah. This completes the mission!



PROTIP: The best defense against the Bomb-tossers is to move up close to them

so that you're under the arc of the bomb throw. Then blast away until they're out of commission.

The climactic battle takes place in Level 4. Reese destroys The Terminator in a huge fire – or so he thinks. The flames merely expose the metallic skeleton of The Terminator which returns for a final battle through a factory.



PROTIP: To defeat this level Reese just has to work his way as far to the right as possible, reach Sarah, and then wait for the Terminator to be crushed!

He's Back...

Game connoisseurs will note that The Terminator, which was programmed in the UK, features a distinctly European or "Amiga" feel, including a lack of big-boss battles at the end of each level. Although the gameplay is slightly sluggish in spots The Terminator is a satisfying, super-tough challenge for those who enjoy a game where the main strategy is simply to make your way to the end without being destroyed. Digitized graphic screens of actual scenes from the movie give this shooter a nice polish. Sure he's already been back on both the big and little screens in Terminator 2: Judgment Day – but that shouldn't stop you from getting yourself terminated one more time.



The Terminator by Virgin Games

\$59.99

Available February '92, 8 meg

GENESIS PRO REVIEW



By Earth Angel

Five hundred years ago a cataclysmic battle between the gods Nexus and Void split the Rod of Creation in two. Now as Buc, a sorcerer's apprentice, you must find six Rings of Power and reconstruct the Rod. If you can't, all is lost.

Rings at Your Fingers

Brave voyager, as you seek the Rings in this massive role play adventure you'll travel far and wide across the varied terrain of Ushka Bau. Scan the land from a 3-D perspective similar to that of Populous. Journey from town to city, continent



In addition to this 3-D view of Ushka Bau, you've also got the ability to zoom.

to island, by land, sea, and even air as you assemble a band of six skilled adventurers, (Knight, Conjurer, Enchanter, Necromancer, Archer, and Sorcerer).

PROTIP: Use the Dragon Stone to hitch a ride. Go to an area with that limit and unless a Dragon appears hop on board. You'll need lots of food and lots of money, to keep him happy.

Although you are free to wander wherever you like, your only chance of successfully finding the Rings is to systematically search each area and listen carefully to the clues and hints of the inhabitants. Your party will be in constant need of supplies – food, water, gold, weapons, trade goods, and special items. Fortunately, most of the towns you visit have stores where you can purchase supplies, inns where you can rest, temples for healing, and more.



PROTIP: If you need gold look for a large guild with lots of treasure. Grab it, exit, enter another building, and



This field of battle features graphically detailed head-to-head encounters.

townships will be ready to help you. But make a mistake, such as failing to pay taxes, not giving to the poor, or harming a townie and your popularity plummets.

Nasty creatures abound – from bears to roving bands of evil necromancers. You battle for your life – and lose it often – in classic RPG-style static-screen battles with great 3-D graphics.

For Power Players

Massive is the best word for Rings of Power, a quest reminiscent of the classic Seven Cities of Gold. In fact, the game comes with a gigantic manual that includes a complete run-through – and even then you're looking at upwards of 150 hours of game time. Despite some choppy scrolling, the 3-D view and the up-close and personal battle scenes lend this RPG a unique feel, especially in tandem with the terrific tunes. You have to burn some time to nail down the complex gameplay, but the compelling story line and challenging quest make this game a must for video adventurers. Ring up Rings of Power.

then return to the Guild. The treasure chests regenerate – with different treasure each time!



PROTIP: Learning to trade is crucial. When you enter General Stores buy tradeable items such as Gems, Blades, and Flowers. There is one item that the inhabitants of each town crave.

Nice Guys Finish First

Your journey across Ushka Bau is far from easy. The inhabitants of some

GamePro's Game Rating System



Rings of Power by Electronic Arts
\$59.95

Available January 8, megas

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GENESIS PRO REVIEW



By The Unknown Gamer

You are Garrett, prince of the kingdom of Baltia. Your castle has been surrounded by the evil Dalsis army, and only through your guile and the help of your friends were you able to escape with your life.

Now, on the run with a bare-bones military force, you must regroup and gather your allies for the final battle!

fantasy role-playing games. And if you lose one of your leaders during any skirmish, he's history!



The computer plays out all battles for you.

appear at Turn 6) decimate the enemy's ranks before you take a crack.

simply have to reach a certain point on the map. One thing all the scenarios have in common, though, is the game ends if Garrett bites the dust.

On a Note

Ok...so where do all those fantasy role-playing elements come in? As in traditional FRPG games, Prince Garrett and the other leaders gain experience with each battle they fight, and every tenth level they evolve into a more powerful character.

Warsong

My Kingdom for a Horse

Warsong by Treco is part military strategy, part fantasy role-playing – an unusual hybrid that tests your ability to outwit the computer's army in 20 different scenarios. As in most military simulations, you determine the strategy, but the computer runs the battle.

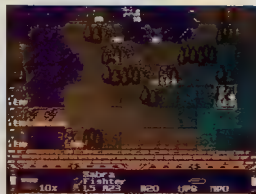
You start by controlling Prince Garrett, along with his mentor, Baldarov, the Swordmaster. At the beginning of a scenario you purchase military units (your army) with gold. The game starts you with 350 Gold Pieces, and after the first battle, you'll receive moola for the number of foes you dispatch. As the game progresses, more allies will join your ranks, and in turn, you'll be able to purchase a bigger army.



Prince Garrett has to save the kingdom of Baltia.

The 20 battles you fight are all interconnected – that is, this is an ongoing story with as much detail as traditional

PROTIP: Remember: military units can be replaced at the beginning of each scenario, but leaders CAN NOT. Protect your troop's leaders with your life! You'll need them all later in the game.



PROTIP: If you're trying to escape the pursuit of a powerful enemy commander, leave a weakened unit behind to delay the pursuit.

The Battle of the Bulge

Each scenario consists of several stages. Usually, victory comes with the defeat of the enemy leader, but sometimes you

With experience, warriors get higher Attack and Defense ratings, which help shift the battle's outcome in your favor, and spellcasters gain more powerful spells and more magic points to cast them with.

PROTIP: The best way to build all your characters quickly is to use your more powerful characters to whittle down the opposing army, then finish them off with characters who need experience.

Some Day My Prince Will Come

Warsong is a long, sometimes grueling, game where the average scenario takes 60 to 90 minutes to win. A battery backup system saves up to four campaigns. Even if you aren't a big military strategy fan, Warsong's storyline and action will hook you. If you're into fantasy war games that require a little bit of brain power, Warsong will give you the action you crave.



In Scenario 9, stay on land and let the Krakens (those giant squid creatures that



Warsong by Treco
Price not available
Available March '92
4 megs + battery backup

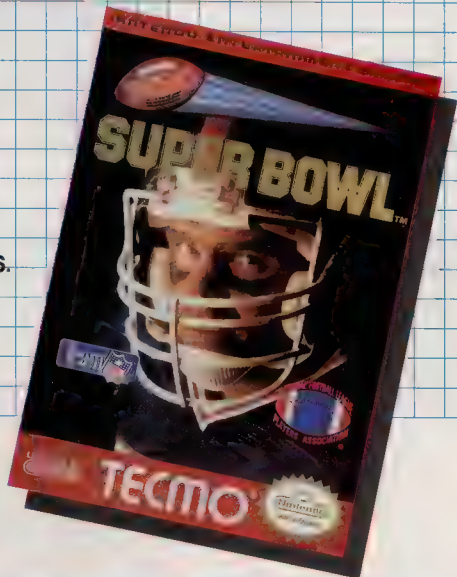
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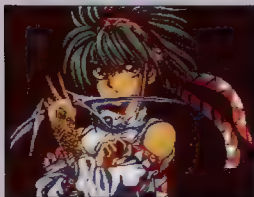
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By Doctor Dave

Time trip back to the Roaring '20's in *El Viento* by Renovation. *El Viento* That means "the Wind," and an ill wind definitely blows through this hot, 8 meg, horizontally scrolling action/adventure game. In 1928 New York City, a bunch of mobsters and a weird religious group have banded together to summon the vile wind demon, Hastur – not good! You guide a beautiful young woman named Annet in an attempt to crush the crazies before they make the Big Apple rot.

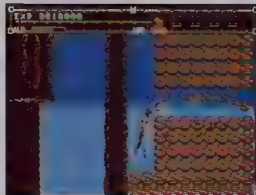


Annet is ready for battle.

Weapons of the Wind

As Annet, you get some impressive fire-power. Your primary weapons are bladed boomerangs, but the Wind Spells do the real damage. You begin with Fire Balls, which enables you to throw flames. Throughout the game you acquire four more Spells such as Water Current, which shoots a destructive water current along the ground; Wind Cutter, an awesome wide-area blast; and the self-explanatory Explosion. For every two

stages that you complete, you acquire another Spell, and you can toggle easily among them at any time.



PROTIP: Always search breakable blocks for potions which restore Annet's life bar.

Stage Fright

El Viento is a hair-raising adventure that keeps you on your toes. There are eight stages with 20 scenes total. Annet begins on the mean streets of New York. She must then fight her way through the SpeakEasy night club and an automobile plant. Each level takes place in a different urban setting such as underground sewers and massive skyscrapers.

The place is overrun with hitmen and assorted mystic vermin, such as sneaky serpents and deadly birds. In the



Kneel down here and this tank can't hit you.

last area of each stage, Annet takes on some of the toughest boss creatures and devices around.



Use the Fire Spell to destroy this serpent.

Play Up a Storm

Here's a cart that's ultra tough, but fun and looks good, too. *El Viento* has splendid graphics and animation. The colors seem limited in the beginning levels, then the palette paints up a spectacular storm as the game progresses. Nice-looking cinema screens enrich the storyline after you complete a level.

Just like the wind (*El Viento*), this game moves fast! Annet is very easy to control, but this is NOT a cart that you'll breeze through in one sitting. You're limited to three continues and the upper levels become positively spastic!

If you're hyped for a thumb-bustin' action game, give *El Viento* a spin. You just may be blown away!



***El Viento* by Renovation Products**

\$89.99

Available now, 8 megs

El Viento

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GENESIS

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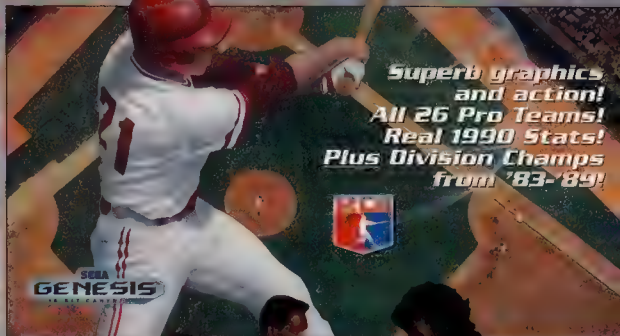
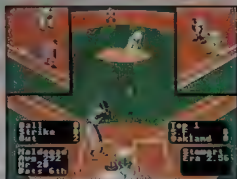


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8 MEG

SEGA GENESIS

PRO TIPS



By The Unknown Gamer

One of the largest fantasy role play games ever to appear on a video game system - *Might and Magic: Gates to Another World* - has caused Genesis owners to flood our mailbox with Ask the Pros questions. To help you explore this massive fantasy world, we put together a guide that no *Might and Magic* adventurer should leave the inn without.

The Cron City Directory

The five cities of Cron are confusing mazes to the inexperienced. Here is a listing of all the shops and important features of each commercial center.

CODE: First number = X coordinate, Second number = Y coordinate (i.e. Whirlwind Mage Guild (5,7)).

Sandsobar.....(E4 - 4,10)

Big Al's Accessories.....	(7,14)
Entrance to Underground Cavern.....	(10,0)
Fitpro Locksmith.....	(6,3)
Hourglass Inn.....	(2,10)
Join Mage's Guild.....	(1,12)
Monster Bowl.....	(10,8)
Red Lantern Tavern.....	(5,10)
Sheik Training Arena.....	(2,7)
Slum Entrance.....	(10,1)
Sty's Opportunities.....	(1,5)
Temple Benedictus.....	(5,11)
Teleport to: Middlegate.....	(8,2)
Teleport to: Tundara.....	(4,15)
The Beggars Gift.....	(8,4)
The Embassy.....	(2,4)
The Sandy Dunes.....	(2,0)
The Wizard's Eye.....	(9,11)
Town Exit.....	(0,14)
Whirlwind Mage's Guild.....	(5,7)

Might and Magic Gates to Another World

Middlegate.....(C2 - 7,3)

Arena.....	(12,4)
Brain Detoxification.....	(12,11)
(Erase secondary skills)	
Edmund's Expeditions.....	(2,12)
(Mountaineer skill)	
Entrance to underground cavern.....	(8,0)
Exit Town.....	(5,15)
Feldecarb Fountain.....	(15,15)
Fountain of Clairvoyance.....	(8,4)
Gateway Temple.....	(7,7)
Join Mage's Guild.....	(2,12)
Lock and Key, Ltd.....	(2,8)
Middlegate Inn.....	(7,6)
Nordon the Wizard.....	(11,2)
Nordonna.....	(1,1)
Otto Mapper, Esq.....	(0,15)
(Cartographer skill)	
S.J. Blacksmith.....	(4,4)
Slaughtered Lamb Tavern.....	(4,6)
Sleepy Mage Guild.....	(7,14)
Teleport to: Sandsobar/Atlantium.....	(1,5)
Track and Trail.....	(2,9)
(Pathfinder skill)	
Travelmoore.....	(8,13)
Transport to Murray's Resort.....	
Turkov's Training.....	(7,10)

Tundara.....(A1 - 12,3)

Tundaran Arms Inn.....	(8,11)
Thundrax Weaponry.....	(10,10)
Lucky Dog Saloon.....	(8,9)
Mystical Mage Guild.....	(14,14)
Join Mage's Guild.....	(9,8)
White Dove Temple.....	(11,12)
Enhancement Center.....	(11,7)
Town Exit.....	(15,11)
Teleport to: Sandsobar.....	(6,10)
Teleport to: Vulcania.....	(6,8)
Entrance to Underground Cavern.....	(7,6)
International Market.....	(5,12)
Sarcen's Denial.....	(3,14)
Columbus' Sextant.....	(8,14)
City Jail.....	(3,5)

Vulcania.....(E1 - 3,4)

Hotel Four.....	(7,2)
Bestway Blacksmith.....	(14,8)
Belintra's Bar.....	(5,2)
Blackrock Mage Guild.....	(11,6)
Join Mage's Guild.....	(3,6)
Vulcan Temple.....	(13,8)
Training Academy.....	(5,3)
Town Exit.....	(5,0)
Teleport to: Sandsobar.....	(6,2)
Teleport to: Atlantium.....	(8,2)
Entrance to Underground Cavern.....	(10,0)
Lava Locksmith.....	(1,8)
Proficiency Expert.....	(15,2)
Disembowelments R' Us.....	(3,10)
Sergeant Pain School.....	(0,2)
Scale of Protection.....	(10,6)
Wild Section Entrance.....	(7,12)

Atlantium.....(A4 - 13,10)

Boar's Tongue Tavern.....	(11,10)
Cabalist Mage Guild.....	(6,4)
Carriage Inn.....	(8,14)
City Jail.....	(3,13)
Classic Key Shoppe.....	(4,10)
Clerics and Sorcerers Rooming House.....	(13,6)
Colosseum.....	(7,9)
Drewnhald Ironworks.....	(6,14)
Elusian Temple.....	(5,7)
Entrance to underground cavern.....	(0,15)
Hippomenes and Atlanta (Add to all attributes).....	(10,3)
Island Trainin.....	(9,4)
Join Mage Guild.....	(11,7)
Knights and Warriors Rooming House.....	(2,6)
Odysseus' Tongue (Increase Intellect).....	(8,3)
Teleport to: Middlegate.....	(12,0)
Teleport to: Vulcania.....	(3,0)
The Olympic Trial (Increase Speed).....	(6,3)
Town Exit.....	(15,15)

Magic r World

Your success in *Might & Magic* is determined by the ability of your party members. Without shortcuts, building your characters takes tens of hours of game play. Use this shortcut to gain booties of experience points, along with some of the best magic items in the game.

1. You must have a Sorcerer in your party with the ability to cast the following two spells: Fly and Teleport. OR you must own a Witch's Broom (to fly) and a Teleport Orb (to teleport). You also need two characters with "Mountaineering" ability. It's a good idea to have two clerics, one in the number three spot and one in the number six spot. Before you go on this journey, you need plenty of gold and gems (for casting "Power Cure" spells).

(Ideally, you want to wait until your clerics have reached the 13th level, so they can cast the "Moon Ray" spell before venturing on this level-raising quest.)



To build up gold and experience when you're just starting out, go to a city that has a Portal to Atlantium. Once you reach Atlantium, exit the city and head West until you reach the raw sewage pool (about three steps West). Sip the raw sewage and your characters will have 100's in all attributes. Go back into Atlantium and enter the Arena. Be sure to have a GREEN ticket (purchase one in Middlegate). This enables you to fight a

lesser battle in the Arena. With 100's in every attribute, you shouldn't have too much trouble winning the battle and collecting the reward. Repeat this process until your characters are 12-15th level in strength.

2. Fly to E2
3. Walk North two spaces to (3,9).
4. Turn East
5. Teleport eight spaces - don't try to walk it!



6. Drink from the fountain (The World's Greatest Fountain).
7. You now have a 200 in every attribute, and you're 50th level for one battle.



8. Take one step in any direction and you encounter a powerful group of monsters. Defeat them (hopefully) with your powered-up characters and collect the treasure. Step back to the fountain and rest, drink from the fountain again, and try taking one step in another direction. Repeat until you have enough gold, gems, etc. If you encounter any monsters that you can't beat - turn tail and run! You can always return to the fountain.
9. Fly back to Middlegate and save your party at the Inn.
10. Fly to B2, Walk west along the road until you reach (1,7).



11. Turn North and walk two steps (here's where the Mountaineering skill is needed),


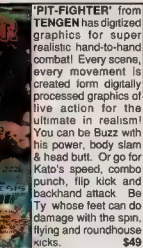
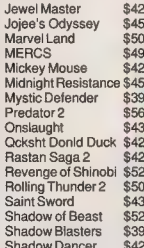

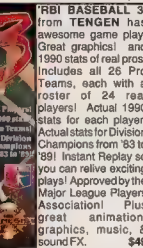
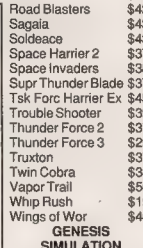


12. You'll encounter the three Cuisinarts, one of the most deadly encounters in this game. With your hyped-up abilities you can attack first. The Cuisinarts have an armor class of 60 and can take 1,000 points of damage before croaking. But there are only three of them. As long as they don't frenzy, they can only take out three of your characters at once. Once they finish their attack have anyone with cleric spell ability cast a Moon Ray spell to give your unconscious characters some hit points.

13. With your increased attributes try to knock off at least one of the Cuisinarts each round. When they're defeated grab the treasure - a bunch of gold and some great magic weapons and armor.

14. Fly back to Middlegate. Use your gold to increase your level, divvy up the magic items, and save your party at the Inn. Then fly back to the fountain and repeat the entire process again.

CHIPS & BITS SNES TG16 GENESIS

GENESIS KICK & PUNCH			GENESIS ADVENTURE			GENESIS ADVENTURE			SEGA GAME GEAR			GENESIS ROLE PLAYING			GENESIS SHOOTERS		
Beast Wrestler	\$56		Adventure Syd Vallis	\$42		Ghoul's 'N' Ghosts	\$48		Golf	\$34		Super Hydride	\$47		Hellfire	\$43	
DJ Boy	\$39		Alex Kidd Castle	\$35		Golden Axe 1	\$52		Hailey Wars	\$29		Sword of Vermillion	\$59		Insector X	\$44	
Fighting Master	\$42		Allen Storm	\$42		Golden Axe 2	\$49		Joe Montana Ftbl	\$34		Traysia	\$56		Musha	\$49	
Growl	\$44		Allens 3	\$59		James Pond	\$36		Junction	\$29		Vasum (was Dando)	\$56		Phelios	\$29	
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PIT-FIGHTER			PIT-FIGHTER			RBI BASEBALL			RBI BASEBALL			RBI BASEBALL			ROAD BLASTERS		
TENGEN has digitized graphics for super realistic hand-to-hand combat! Every sound, every movement is created from digitized processed graphics of live action for the ultimate in realism! You can be Buzz with his power, body slam & head butt. Or go for Kato's speed, combo punch, flip kick and backhand attack. Be Ty whose feet can do damage with the spin, flying and roundhouse kicks.			Jewel Master			Joe's Odyssey			From TENGEN has awesome game play! Great graphics and 1990 stats of real pros! Includes all 26 Pro Teams, each with a roster of 24 real players! Actual 1990 stats for each player! Actual stats for Division Champions from '83 to '89! Instant Replay so you can relive exciting play! Approved by the Major League Players Association! Plus great animation, graphics, music, & sound FX.			Road Blasters			Sagala		
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Heavy Nova			Back to the Future 3			Slime World			Ninja Gaiden			Genesis Shooters			688 Attack Sub		
\$50			\$42			\$43			\$34			\$42			\$59		
Kageki			Batman			Sonic Hedgehog			Outrun			After Burner 2			Abrams Battle Tank		
\$42			\$42			\$45			\$29			\$42			\$49		
Last Battle			Beal Ball Benny			Spiderman			Pac Man			Air Buster			Demolition Rally		
\$42			\$42			\$49			\$29			\$43			\$42		
Moonwalker			Bimmi Run			Stormlord			Psychic World			Air Driver			Dinoland		
\$49			\$38			\$38			\$29			\$34			\$42		
Pit Fighter			Bonanza Brothers			Strider			Putt & Putter			Arrow Flash			F22 Interceptor		
\$50			\$38			\$49			\$34			\$29			\$47		
Slaughter Sport			Chuck Rock			Swamp Thing			Revenge Drancon								
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VIRGIN GAMES			VIRGIN GAMES			VIRGIN GAMES			VIRGIN GAMES			VIRGIN GAMES			VIRGIN GAMES		
asks you are tough enough to take on the 21st century and save mankind from a genetically engineered war machine? You'll earn yourself with a whole arsenal of weapons and your own psychic powers. Features 16 levels of 3D environment with fast, smooth 360 degree scrolling. Realistic arcade control of six characters: two male, two female, and two droid.			Sword of Sodan			Target Earth			Techno Cop			Terminator			Thunderfox		
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Toejam & Earl			Turrican			Vallis 3			Wardner			SEGA GAME GEAR			SEGA GAME GEAR		
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SUPER NES PRO REVIEW



By The Missing Link

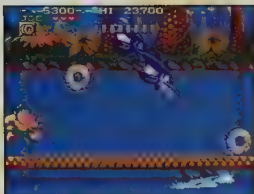
Nerd-bashing has been going on since the dinosaur days – just ask cave-dudes Joe and Mac. They know from first hand experience the devastating aftermath of nerd-bashing – nerd revenge!

Yes, the cave-nerds are having the last geeky chuckle 'cause they crept into Joe and Mac's camp and scared off all the Cave Babes. There's only one thing to do now – grab a club and scour the countryside.

Team Neanderthal

Not only are Joe and Mac handsome fellows, you get the pleasure of enjoying both of their mugs at the same time. Yup, Joe and Mac is one of the few, new side scrolling SNES titles with a two-player buddy system. Even if you're a "lone wolf" by nature and prefer to tackle the video world alone, it's always nice to have the option to take along a friend.

Another groovy gameplay option is the 2 Player Super Game, which enables you to either compete or cooperate in the search for the Cave Babes. There's also a Mode selection for skill levels: Easy, Normal, and Hard. The only detectable difference between the Modes is that you're allowed the most continues in Easy (3) and the least in Hard (2).



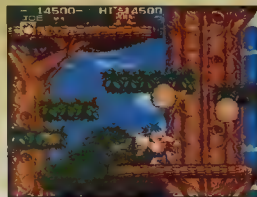
PROTIP: Stay to the far left of the prehistoric sword-fish and blast them as they jump out of the water.

My, What Big Teeth You Have

Life is brutal outside the safety of one's cave. Joe and Mac learn a hard and fast lesson in self defense as they make their way through three four-part stages covering everything from icy subterranean caverns to red hot volcanic wastelands. Keep an eye out for dinosaur eggs: crack the right one open and a Pink Pterodactyl carries you off to one of six Bonus Stages. If you're a really shrewd gamer, you may even discover a few secret stages.

PROTIP: Bonus stage Pterodactyls won't carry you off to a bonus stage unless all enemies have been destroyed and/or are off the screen.

You encounter exactly what you'd expect in the wilds of prehistoria: dinosaurs, dinosaurs, and more dinosaurs. Some are big, some are small, some swim, some fly, and some even cry. There's also an abundance of ill-mannered fellow cave dwellers who, apparently, would rather hunt Joe and Mac than dinosaurs for dinner.



PROTIP: Don't waste time trying to knock the machines down in Level Two. Take a few stings and make a "beeline" to the top of the area.

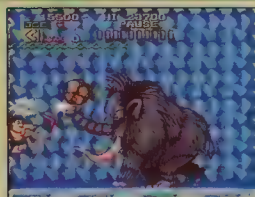


PROTIP: The Boomerang is the best all around weapon.



Prehistoric Artillery

Speaking of dinosaurs and belligerent cavemen, that brings us to the topic of weapons. What else would cavemen carry other than the infamous wooden club? For your combat pleasure they carry plenty more than just an overgrown twig. By cracking open dinosaur eggs, Joe and Mac can power up their clubs so that they shoot Bones, Boomerangs, Fire, and the world's greatest invention...Wheels! Once you collect all the power ups possible they're yours to keep, and you can switch ammo with a tap on the Select button.



PROTIP: Stay to the far left of the screen and use the boomerang weapon to destroy the woolly mammoth boss.

Caveman Athletics

Now that you know J & M have cool clubs and power-ups, the question is how well can they use them, and do

they look good doing it! The answer to both is "yes." J & M can swing, jump, squat, and turn on a dime. The graphics

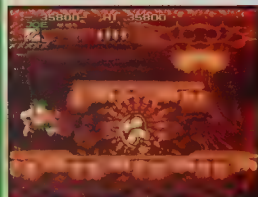


PROTIP: Use the wheel weapon in the hot lava stage. Not only will the wheels roll up hill, they can also destroy boulders.

are in full technicolor bloom, including the background scenes which are as crisp as movie matte paintings.

When compared to the arcade version, however, there are a few things missing. Joe and Mac can't perform the cool swinging elbow-jab move that they use in the arcade game, and they don't have the variety of facial expressions. The stage bosses have an annoying habit of reappearing albeit in different colors. However, the bits that were lost in the translation are all so minor, they don't really take much, if anything, away from the game.

PROTIP: If you lose a life and your spirit begins to float skyward, move towards solid ground. Otherwise, when your additional life kicks in and you fall back to earth over shaky footing, you may lose another life.



PROTIP: When the giant creature rolls himself into a tiny ball and hurls himself into the air, move to the far left or right of the screen; he always falls towards the center of the screen.

Fun in the Ancient Sun

Joe and Mac is looking pretty strong coming out of the SNES starting gates. Although it's not a super intense action/adventure, it has a solid foundation of great graphics, easy gameplay, lots of levels, and rockin' tunes which make it a fun game, especially for two-person play. Join the prehistoric "club" and take a peek into the past with Joe and Mac.



Joe and Mac by Data East
\$59.95
Available now
8 megs



By Boogie Man

The town of Redmont has fallen on evil times. With leaders named Duey, Chester, Edgar, and Pierre running the show, it's no wonder. They sound like a schoolyard bully's hit list. Enter homeboy Dogi and his pal, Adol – who just happens to be the baddest swordfighter in the land of Ys.



Adol and Dogi "Ys" into trouble.

At Ys

TurboGrafx-CD players already know *Wanderers from Ys* (see *GamePro*, Jan. '92) as *Ys Book III*. This SNES game mirrors that TG-CD adventure.

PROTIP: The *ProTips* in the *Ys* review in the Jan. '92 *GamePro* apply here, too.

Ys dishes out a satisfying mix of roleplay gamiNG (RPG) and action/adventure. As Adol you quickly ditch Dogi at an inn and take off for action. You build up character traits, interrogate townsfolk, slash for gold, and buy important items just as in any RPG. Like many action/adventure carts, you fight a horde of murderous beasts and solve maze-like obstacles.

The six-level Ys environment is rich and unpredictable. Along the way you track down Swords, Armor, Shields, Magic Rings, and other magic items, which are essential to your fight.

PROTIP: The *Power Ring's* to the left at the bottom of the pit in Tigray Mine.

PROTIP: There is a natural hole in the "ceiling of the rocks" in Lava Zone Mine at the Livern Ruins. Use it right there and you can grab some more.

Wanderers from

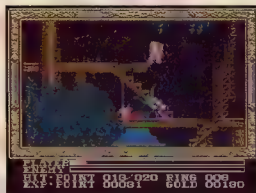
Ys-y on the Eyes and Ears

The graphics are sharp and feature bright, Japanese-style characters and some nice SNES cinema. They really shine when you face the bosses. The action's in side-view, multi-scrolling perspective and, like any RPG, you can move back and forth through any level.

The sounds are minimal, but the cart spins its tunes with enthusiasm. Although MTV they aren't.

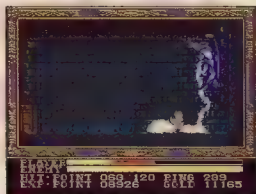
Ys not Heavy

Wanderers from Ys doesn't throw a whole lot of curves at you, but it dishes out thumb-pumpin' action. Most adversaries move in predictable, repetitious patterns across your path. Knocking off the bad guys simultaneously snags points toward Experience, Magic Ring Power, and Gold.



Use bad guys like the Blue Ogres to load up on points.

You must move cautiously and with precision to find the right spots to hack without being hacked. When you meet mid-level and stage bosses, however, the fighting's fast and furious! No time for thinking ahead – until you're dead!



PROTIP: To do in the Tigray Boss, use the Amulet (which you buy in Redmont). The

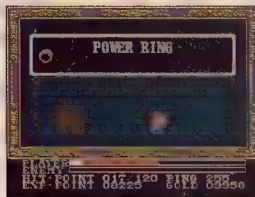
Long Sword, Chain Mail, and Health 80 or

better helps a lot. Crouch beneath the blade blasts and charge in with the Down Thrust (Press Down, B, and Y).

The gamePlay is slick. You get four swordfighting techniques. The easy-to-use Equipment and Inventory Screens make juggling weapons, magic, and other useful gear a breeze.

PROTIP: Traveling back to the entrance of a level recharges Health.

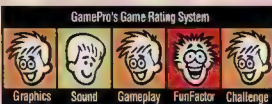
The Save Game feature – with 15 save positions – and unlimited continues saves your sanity. Work out strategies, try them, and learn from your mistakes without starting from scratch.



Lots of Herb, the Shield Ring, and head-shots are the keys to beating this Fire Dragon.

"Ys" not "Ease"

Wanderers from Ys is as close to a 16-bit "standard" as any SNES cart is likely to get. You get a good-looking RPG, a massive video-game environment, and energetic hack-n-slaying. If you earned Ys battlescars on the TurboGrafx-CD, this cart holds no surprises, but it's much harder! Wander into Ys with the *Wanderers from Ys*.



Wanderers from Ys by American Sammy
\$64.95
Available now, 8 mags

WELCOME THE ELECTRONIC ARTS



NOW YOU'RE WITH REAL COMMENT

Well, it's finally here. And it may be the biggest breakthrough in the history of the game. We're talking about EASN, the interactive video sports network that has them buzzing from the boards of Madison Square to the soggy turf at the 'Stick. Check out the scouting reports for yourself.

JOHN MADDEN FOOTBALL™ IT'S 3RD DOWN AND LONG

SUPER NINTENDO
ENTERTAINMENT SYSTEM

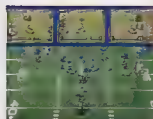
► He's been called Mr. Intensity. The biggest man in the league. Fact is, no one knows football like John Madden. And no video game for the Super NES™ has the bone-jarring impact of John Madden Football. This game is so true coaches have used it for training. Square off with 29 pro-caliber teams (including the

All-Madden All-Stars).

Player skills (including quarterback's scrambling) are rated and ranked because they'll affect every play.

Call more than 100 offensive

and defensive plays from Madden's actual playbook or use audibles at the line. Choose real weather like rain,



ice, snow and mud (as John says, real football players are mud-ders). Play on surfaces from the turf in domed stadiums to real grass.

On passing plays check out all-new IsoVision™ with three isolation cameras covering your primary receivers.

Watch them signal when they pass the first down marker or the end zone. And stand by for instant replays. You can watch in real time. View the action



AVAILABLE FOR CHRISTMAS

THE PART OF THE FIRST STATISTORS, REAL STATS

frame by frame. Even scan the field to spot blown assignments. You'll also find Madden's one-on-one match-ups provide valuable insights for critical play-calling situations.

Choose any team to play in the Regular Season, or select one team and enter the play-offs. Then go for the championship gold. And what will big John have to say about your play? Stay tuned to EASN and find out. ●



► It's all here. The pressure, the excitement and the challenge of professional golf. Welcome to the only game to make the cut, PGA TOUR Golf.

Tee off against 60 top TOUR pros in real PGA TOUR

categories like driving accuracy, par breakers and putting average. Take on four of the TOUR's toughest courses (designed from actual PGA TOUR blueprints) and compete in three premier tournaments.



COMING BEFORE THE SNOW MELTS

Play in THE PLAYERS CHAMPIONSHIP at TPC at Sawgrass, The Kemper Open at TPC at Avenel and The Honda Classic at TPC at Eagle Trace. Or take your best shot at the awesome PGA WEST Stadium Course. Ten PGA TOUR stars give you playing hints and comments. But, ultimately, it's up to you.

To succeed you'll need to nail golf's toughest shots like



chips, punch shots and fringe putts (the 3-D putting grid lets you read all the breaks). True to life, totally

authentic TV-style coverage gives you multiple camera views and spectacular aerial fly-bys (using the Super NES Mode 7 scaling and rotation). Plus, all new for the Super NES, it's the exclusive EASN Ball Cam™. Follow the flight of your shots from club face to ball mark.



MOVE OVER CBS.



MOVE OVER NBC.

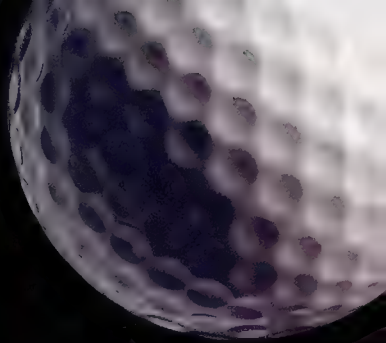


MOVE OVER ABC.



MOVE OVER ESPN.

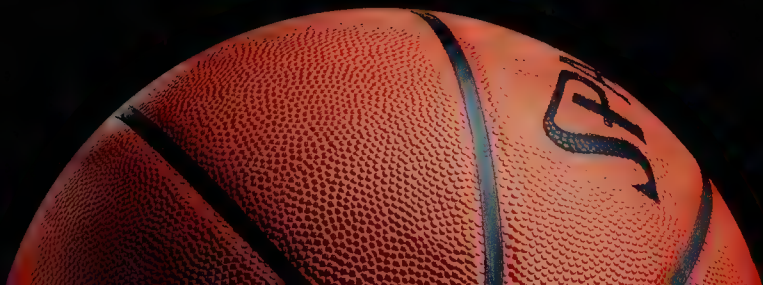




ELECTRONIC ARTS SPORTS NETWORK

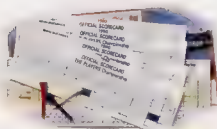
PLAY WITH THE PROS.

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INTERACTIVE SPORTS AND, OF COURSE, THE

And if you think no one will see your heartbreaks, think again. Winning against this kind of competition will take all you've got. And the eagle eyes of the EASN sports teams stay on you all the way.



now you can face off against moves like these and the patented plays of legends like Bird, Barkley, Isiah, KJ, Clyde and David. It's all part of Bulls Vs. Lakers And The NBA Playoffs for the Super NES.

Representing the best of the best, the game features 16 hot NBA teams plus the 1991 All Stars, each with a full player roster and a complete set of accurate stats. Choose any two teams for scrimmage or select one team to enter the playoffs. As a player/coach you'll have to expertly manage



COMING FOR THE PLAYOFFS

your bench, watching for foul trouble, and skillfully rotate in your second string to give your stars a rest.

And you'd better know the NBA rules. Refs call 10-second backcourt violations, traveling, offensive and defensive fouls. Of course, the 24-second shot clock is in effect—so speed and agility are critical.

It's all part of the hottest basketball game around this or any league. And what will the anchors at EASN be doing? You'll find out at halftime.

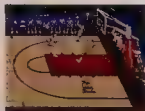


BULLS VS. LAKERS NBA PLAYOFFS STOP, POP AND DROP

SUPER NINTENDO
ENTERTAINMENT SYSTEM

In one heart-stopping moment, the player leaps. Seemingly suspended in air, he eyes the basket. Then, tongue out, he flips the ball from right hand to left. Blind Bank. Two points. Championship!

It must be the 1991 NBA Playoffs. And



NETWORK REAL GAME.

THE EASN PLAYERS ASSOCIATION JOIN NOW

► To add to all the action, join the EASN Players Association. Members get advance notice on new EASN games (including all the details and release dates) along with strategy hints from our all-pro design team. You can also get special sports merchandise offers not available anywhere else.

That includes the entire EASN Players kit: EASN baseball cap; EASN Sunglasses and SnugZ™ EASN

Free with your EASN Membership kit! A 15-card pack of the 1991-92 Edition of SkyBox™ NBA Trading Cards. High tech graphics with action shots on the front and personality shots on the back showcase both on-court stars and off-court celebs. There are 350 cards in total, so start your collection today!

SKYBOX



Players Association jumbo sticker; EASN Players Association stickers; EASN Players Association school folder and pencil; John Madden Football ruler; EASN embroi-

dered patch, plus a personalized membership card. And if that isn't enough, as a member of the Players Association you'll get SkyBox™ Series II NBA Trading Cards. ●

It's a huge value, so start working out by sending in your check, money order or VISA/MC/DISCOVER for \$10 plus \$4.50 shipping and handling to EASN Players Association, P.O. Box 7530, San Mateo, CA 94403-7530. Call 415-571-7171 ext. 555. Allow 4-6 weeks for delivery..



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- Updated weekly!

\$1.75 for the first minute, 90¢ for each minute thereafter.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

SUPER NES PRO REVIEW



By The Game Show Host With The Most

Good evening, and thanks for tuning in Smash T.V. I'm The Game Show Host with the Most, and these are my beautiful co-hostesses, Trixie and Bubbles. Tonight's Super NES telecast by Acclaim is guaranteed to blow your picture tube out of the wall! So sit back, relax, and let the games begin!

Rules to Smash

As always on Smash T.V., you get to play as one or two of our contestants, the Red Guy and the Blue Guy. Working alone or together, you play the ultimate game show for the ultimate prize: your lives! (Heh heh, no wonder we get such high ratings.) Die-hard junkies of the arcade and NES broadcasts of Smash T.V. will recognize our version as a direct translation, but even newcomers, especially those who blazed through coin-op classics like Robotron, can learn our rules and regulations fast. You better learn or you're dead!

PROTIP: When you clear a room, move out ASAP or a homing explosive device moves in to attack.

Firing up the Airwaves

As our lucky contestants, you get plenty of firepower to help you fight to the finish. You start with regular rapid-fire laser pistols, but they can scrounge up Grenade Launchers, Photon Guns,



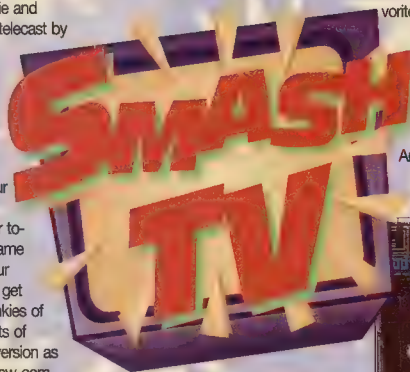
A shocking experience.

speed enhancers, and the ever-popular Mobile Forcefields. The Super NES pad provides pin-point accurate controls.

Make the most of your lives 'cause you only get five of 'em to start (you can find more) and four continues.

Big Money! Big Prizes! I Love It!

Smash T.V.'s not just about risking it all for the thrill of total carnage. Not only will you live if you win, you'll retire from ultra-



violent game shows in luxury with all the VCR's, cars, toasters, and cold, hard cash your fists can grab. Look sharp or the prizes will slip through your fingers fast!



Ladies and gentlemen, we have a winner!



PROTIP: Pay attention to the map and head to the "\$" signs for mounds of bonus gifts and bucks. Watch out, sometimes prizes hide land mines!

PROTIP: Collect ten keys and you can access secret rooms. Press against locked exits and one's bound to open.

Meet Mr. Shrapnel!

Wait 'til you get a load of our mutant humanoid masses here at Smash T.V. Red Guy and Blue Guy get goody with gang bangers like the Club Creeps, Satellite Orbs, Cyborg Tanks, and everybody's favorite explosive personality, Mr. Shrapnel. All are captured in crisp overhead-view, splatter-happy detail. Each of our four levels of stage frights concludes with one of my associate mass murderers, such as Scar Face and Cobra Head. And to earn the Grand Champion trophy, you gotta dethrone me, the Host of Smash T.V. I'm waiiiting!



PROTIP: To scrap Mutoid Man, snatch up any heavy-duty artillery you can get your hands on, then pound his body parts in this order: gunners, arms, breads, head. Also, watch out for Mutoid's eye beams, and take out Mr. Shrapnel when he arrives.

Get Smashed

All right, we gotta admit our show isn't as graphically intense as some SNES broadcasts, but, hey, the digitized voices and stereo beats are 16-bit superb and the action's right on target with the arcade original. Come on down and take your best shot at Smash T.V.!



Smash T.V. by Acclaim Entertainment
\$59.99

Available January

SUPER TENNIS PRO REVIEW



By Colorful Commentator

So you still haven't found a tennis video game that comes remotely close to qualifying as a championship contender? Your courtside blues are over! Super Tennis by Nintendo walks away with GamePro's 16-bit Grand Slam tennis trophy.

Tennis for Two

Lace up your Pumps and re-string your racquets all you tennis doubles teams, Super Tennis is built for multi-player comfort. One player can take on the computer in a singles or doubles matchup, but grab a friend for the best in SNES tennis action. Go head-to-head against your bud in singles or doubles, or put it on the line together against the CPU. The only element lacking element is an option for three- or four-player interactivity, but that's because no such adaptor exists for the Super Nintendo! Too bad!



Touring the world with Super Tennis.

Players from Peoria

If you're into video games that imitate life, forget it, Super Tennis' players are fictional. But each one has individual stats and characteristics, so player-selection strategy is a must. You can tour the Men's or Women's World Circuit, enter tournaments at selected court sites, and make a play for a trophy and a password. The characters are drawn in that silly Super Mario vein, but the fluid animations and crisp top-angled court scrolling are simply the best ever for a tennis cart. Likewise, the sound effects, such as the reverberations of the ball, the roar of

the crowd, and the "thwack" of your racquet, sound oh so sweet! Too bad more digitized voices other than "Out," "Fault," "Deuce," and "Let" aren't used.



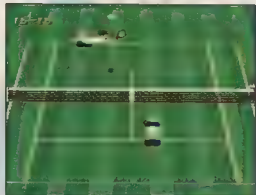
Double your fun with the doubles mode!

PROTIP: Amy and John have powerful ground strokes which make them the strongest all-around players.

Racquet Control

Most tennis titles contain a limited range of controls, moves, and shots when compared with "the real thing," but you're all over the court in Super Tennis. The SNES pad's four fire buttons trigger a Flat (B), Slice (A), Topspin (X), or Lob (Y) shot at the baseline, and control Volleys at the net. Your L and R buttons at the top of the controller add left or right Spin, respectively. Also, you have the ability to dive for just-out-of-reach balls. No jerky movements here, the players are smooth as an Ivan Lendl or a Boris Becker...well, almost. About the only thing you can't do is badmouth the ump's calls! (Although you do throw a mini-tantrum and yell "Rats" and "No!" if you miss a shot or

lose the match. You think that's screwy, the Japanese version of Super Tennis contains even more risque language we're too polite to print!)



Make the dive or miss the shot.

PROTIP: To execute a drop shot at the net, hold down Up if you're on the far court or Down if you're on the near court, and then press A.



PROTIP: To pull off an unreturnable slice serve, stand in the spot indicated in the above photo, hold the direction on the pad your serve is travelling (Right if you're serving right or Left if you're serving left) plus Spin, then hit the ball just before its lowest point. Bingo!

Line Call

Super Tennis serves up some of the best gameplay, graphics, sounds, and all-around fast action in a tennis, or for that matter any sports cart ever. The realism is uncanny, right down to the obnoxious ball boys who prowl the net between points. Super Tennis delivers!



Super Tennis by Nintendo of America
\$49.95

Available now, 4 mogs

Super TENNIS

Chessmaster

PRO REVIEW

Super Off-Road



By Boss Music

When you've been zapping video-warriors and techno-weenies out of the sky for weeks at a time, you tend to forget about those board games. Take, for instance, chess. The Chessmaster, a ported-from-computer Super Nintendo cart by Mindscape, is a battle of the brains for one or two players.

Board Wars

It would take gobs of space to detail the rules of chess, but here are the basics: each player commands a line-up of different characters, each with individual movement and offensive capabilities. By coordinating pieces such as Pawns, Knights, Rooks, and Bishops, your objective is to capture the opponent's head honcho, the King. Everything's by the book in



Make a move, sucker, you're in CHECK!

Chessmaster, and you can select a regular 2-D view or the 3-D perspective. The music's pretty innocuous, so switch it off and just concentrate!

You can select the computer's skill level, decide how much time it's allowed to consider each move, replace captured pieces any time, add pieces, ask for advice, plot all "Check Mate" possibilities several moves in advance, alter the chess set's design, have



My kingdom for an all-queen chess set.

The Chessmaster play against itself, or even switch sides in the middle of a game! Of course, you can always challenge a human player for head-to-head chess strategy. One particularly useful option for beginners is the Teaching Mode, which displays all legal moves for any piece.

Check and Mate

Even the most dedicated chess champs are probably wondering what purpose a \$64.99 video version of their beloved game can serve. Simple, you get an electronic opponent who can match or exceed your best moves, and in the process teach you a new trick or two.



PROTIP: When you're first learning the game, use the "Take Back" feature as often as necessary. Just press Select and then L or R on the top of the controller.

**The Chessmaster
by Mindscape
\$64.99**

Available now, 4 megs



By Fanatic Fan



Picture this. It's Friday afternoon. You're stuck on the freeway in a two-mile back-up, you can't find any good

tunes on the radio, and you're running out of patience. No problem! Stomp on the gas pedal and ride over or around them in your four-wheel drive Toyota pickup.

Eat Dirt, Suckers!!!

If you've ever entertained such free-wheelin' fantasies, here's an SNES cart you've just got to check out! Super Off-Road by Tradewest is the spitting image of its arcade big brother. You and your bad mini-pickup truck take on some of the meanest dirt tracks in America — there are 16 different courses with 64 configurations.

The goal of Super Off-Road is to finish in first, second, or third place. If you do, you win prize money. You can then spend that cash on things to help you win more races such as Nitro Fuel Units, better Tires, Shock Absorbers, and faster Acceleration.



"The winner and new champion - Fanatic Fan!!"

Mickey Rules

There are four drivers in every race, up to two can be human. One of the computer racers is the world famous Mickey Thompson. Thompson is the king of the dirt track, which is why he has an almost unlimited supply of Nitro Fuel Units.

PROTIP: Save one Nitro for the end of the race. Keep close tabs on the leader — especially if he has a big lead. When the leader is about to cross the finish line, hit your Nitro to blast by any vehicles near you and into a better finishing position.

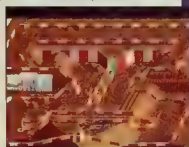
Drive, He Said

Super Off-Road is one of those easy-to-learn, racing action games. The gameplay will remind NES owners of the classic RC Pro Am but with much better graphics and sound effects.

Put the pedal to the metal and get down to a retailer — you can bet Super Off-Road will move fast!



"Make 'em eat your dust!'"



PROTIP: Being bumped from the rear is as good as using a Nitro — especially if the truck smashing into you is using a Nitro at the time.

**Super Off-Road
by Tradewest
\$59.95**

Available now, 4 megs



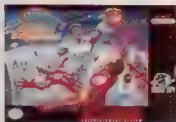
WHAT FOUL?!



BILL LAIMBEER'S *Combat Basketball*

No personal fouls and plenty of excitement highlight this bone-crunching futuristic basketball title! Dodge missiles, saw blades and more as you pound your way through the most intense contact sport ever created.

- Fast one-on-one action!
Play against the computer or a friend (1 or 2 player).



SUPER NINTENDO
ENTERTAINMENT SYSTEM

- Super League Mode! Make your own team by buying and selling players. Up to eight people can play in the same league!
- Battery back-up lets you save your league for future grudge matches!



HUDSON GROUP
HUDSON SOFT

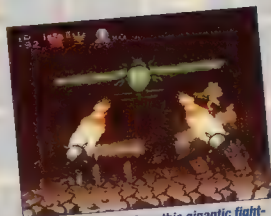
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400 OYSTER POINT BLVD. SUITE 515
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(415) 871-8895

SUPER NES PREVIEW



By G.T. Asian

The year is 2636. After suffering several defeats on the Nintendo Entertainment System and the Game Boy, the evil Aliens have regrouped and launched a large-scale invasion of Earth via the SNES. Here's a preview of *Contra IV - The Alien Wars*, Konami's newest blast-em-up!



Huge enemies, such as this gigantic fighter plane, come blasting into your living room!



Brother Robots, Kenny 1 and Kenny 2 introduce you to a new form of brotherly love.

CONTRA IV

The Alien Wars

Aliens Go Home!

Unlike in previous invasions, this time the Aliens gain the upperhand. Earth is at their mercy - and trust us...mercy isn't one of their stronger personality traits!

After our planet has suffered months of Alien domination, two high tech warriors, members of Earth's best Contra team, appear in a devastated, Alien-controlled metropolis. Their mission is clear: wipe out all Alien scum - take no prisoners! Victory will only come with the complete destruction of the Alien's main base.

Contra IV - is a six level video gaming masterpiece. The cart mixes side-scrolling and top-view one or two-player gaming. And check out the bosses! Not only are they super cool, the action NEVER slows down.

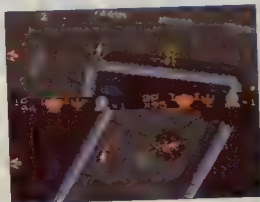
The Best Contra Ever

Overall, the graphic detail and the intense action in this preliminary cart are mindboggling - this game definitely looks destined to land at or near the top of the "SNES Best" chart. WHAT will Konami do for an encore?

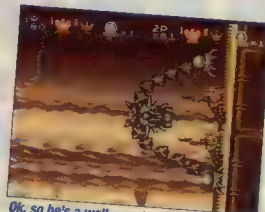
***Contra IV - The Alien Wars* by Konami**
Available March 1992



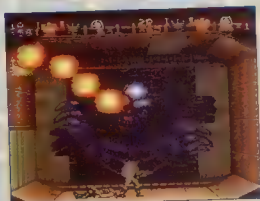
It's a turtle! It's a dinosaur! It's a...!!!!



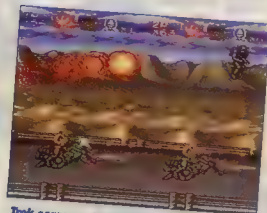
Check out the split screen action on Level 2.



Ok, so he's a wall-crawler. But can he spin a web, any size?



Did we mention that *Contra IV* has BIG bosses yet?



Trek across a danger-filled desert on your rocket bike.



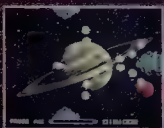
This sky boss is one tough mother!

SUPER R-TYPE

**SUPER-
CHARGED
FOR 16-BIT!**

**IT'S SO
INCREDIBLY
GOOD IT'S SCARY!**

Get your hands on the coolest thing in the universe to 3-D action, eyeball-grabbing graphics, brilliant colors, phenomenal sound: Super R-Type® has it all. Only the controls are a little different, a whole new dimension of realistic play. The skill is all that stands between hero R-Type and the rampage of fear wrought by the evil Bydo Empire. With 16-Bit graphics and sound, you won't believe your eyes or ears. Look for Super R-Type, coming to your planet soon.



SUPER NINTENDO
ENTERTAINMENT SYSTEM



Nintendo

irem
IREM AMERICA CORP.

Irem America Corporation
8335 154th Avenue N.E.
Redmond, WA 98052

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THE ULTIMATE QUEST FOR FANTASY PRIZES

Scooter's dream starts where most games finish. After battling sharks, conquering space, surviving miniaturization, and getting lost in fantasy forest, our hero Scooter finds the treasure...**but gets to keep it!**

It's up to you to guide him there to keep your share when the Treasure Master™ vault opens with the Secret Password on April 11, 1992 12 PM EST. You and Scooter will have to be in top training to get there first because it won't be easy.

But all your practice and training won't be wasted because mastering the 5 tough treasure worlds will prepare you for the ultimate quest for fantasy prizes held at home!



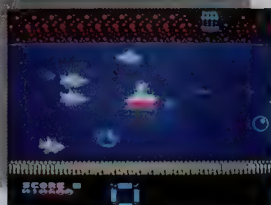
AS THE TREASURE MASTER YOU WILL:

- Navigate treacherous depths in your personal submarine
- Explore exotic foreign planets
- Engage hostile aliens in arcade-style combat
- Master all the wacky tools as you search for real treasure
- Interact with a variety of mysterious creatures
- You're given 12 hours to learn the Secret Password and compete to win Fantasy Prizes

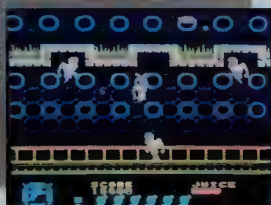


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- *See official Treasure Master™ Competition Rules for complete details.
- Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1PM on April 11, 1992 or call 1-900-370-TREASURE any time during the competition period and discover the Secret Password. **Call will cost \$.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.**
 - This competition is open to all US residents except in those states where the competition is taxed, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.
 - Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
 - To be eligible we must receive your official Treasure Master™ registration card by midnight EST April 8, 1992

For more information call

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The decision of the Treasure Master judges shall be final and binding on all matters relating to this competition.

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By Monty Haul

After reforging the TriForce and banishing Ganon's minions from Hyrule for all eternity, twice, Link thought nothing could tear him and the love-of-his-life Princess Zelda apart ever again. He was right. But an untold tale concerning Link's virgin voyage in the realm of Hyrule is about to take center stage on the Super Fami-com: The Legend of Zelda: A Link to the Past takes us back in time, back before Ganon's legendary badness, back before the NES, to Link and Zelda's ancestors (who coincidentally are also named Link and Zelda) and a fabulous adventure.

Hyrule and all points in-between, including waterfalls, caverns, villages, dungeons, and mountains. He does battle with all the skeletons, bats, rats, swordsmen, and rock-spitting octopuses Zelda fanatics can stand.

The first and foremost of Z III's play improvements is the incorporation of four — count 'em four — button inputs instead of just two. In addition to Sword (B) and Item (Y), you can lift, push, pull, and throw inanimate objects with A, and access a gorgeous, scrolling, slant-view overworld map with X. Link's tools of the fantasy trade include Swords, Shields, Bombs, Clothes, Boots, Gloves, Flippers (for swimming of course), Magic, Keys, Maps, assorted Treasures, and money in the form of Gems.

Every role-playing type title requires maze running and mapping, but rarely, if ever, is it done as well as in Zelda III. As opposed to Zelda I's basic overhead-view one-level movement, several "lay-

but all indicators are pointing to a near-direct translation, so check out the following highlight tips and tricks. Look for Link's Super Nintendo debut within a month or two, at which time we'll print a blowout strategy guide. Be there or be an Octorok!

The Legend of Zelda: A Link to the Past by Nintendo of America, \$49.95 Available in the U.S. Spring '92, 8 meg



PROM: Head your case to this torform soul and he'll fork over a weak but usable sword. Your next blade's stashed in Fog Forest.

The Legend of Zelda A Link to the Past

One of Ganon's unholy colleagues, the corrupt priest Agnim, has swiped the Seven Daughters of Hyrule, shattered the TriForce, locked Zelda in a dungeon, and thrown away the key. Spring her from jail and you're only just getting your toenails wet in Nintendo's most complex role-playing maze-a-rama ever. Here's a sneak peek at this Japanese sales sensation, now available overseas for the Super Fami-com and on the verge of a U.S. launch for the Super NES.

New Looks, New Levels, New Link

Zelda I ('87) and Zelda II ('89) set standards for excellence in NES sword-and-sorcery carts. The Super Fami-com redesign, a top-down perspective 8-megger, plays closest to the original Zelda, with a similar play interface, revamped enemies, and hot music and graphics. Our green-garbed hero's third, er, first quest spans the four corners of

ers" of tunnels and passageways can crisscross all on one screen! You climb or descend ladders and walls to jump from one layer to another.

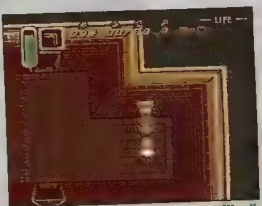
Visually the characters look like and are well-drawn upgrades of their cartoony selves. Awe-inspiring effects such as a chilling thunderstorm and the Forest's foggy environs add welcome flavor to Hyrule's many mystical locales. And music? Take a listen and you'll be spirited away to Hyrule in no time. Old and new tunes are as absorbing as 16-bit sounds get.

A Legendary Zelda

To borrow a line from a well-known TV commercial, Zelda III is "a bit more exciting, a bit more challenging, a bit more graphic, a bit more colorful, a bit more...." Heck with it, Zelda III is a LOT more of those traits and then some. No word yet on what will and what won't change between the Japanese and U.S. versions,



Another Princess bites the dust! Link must save the day.



PROTIP: Pull the right-wall lever with all your might to unlock the door.

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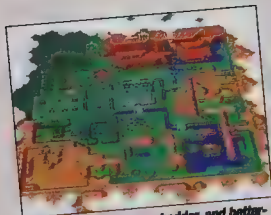


Any questions? 415/570-7005.

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The Super Controller for the Super NES![™]

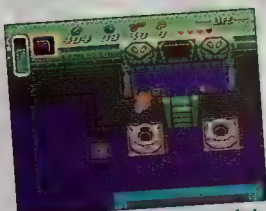




Zelda's world is bigger, badder, and better-looking than ever before.



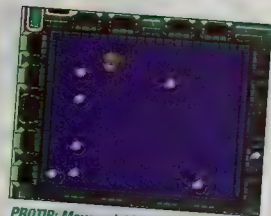
PROTIP: Heave ho, have Link lift this bush to uncover a back entrance to the palace.



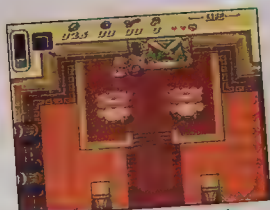
PROTIP: Don't look down and leap feet-first into this cauldron to fall into a bonus treasure room.

The Legend of Zelda

A LINK TO THE PAST



PROTIP: Move quickly and step on the top-left tile to unseal the locked doors in the bouncing bowling ball trap room.



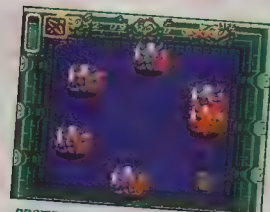
PROTIP: Push this crossed-swords blockade to open a secret passage.



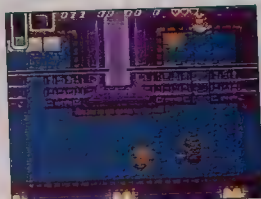
PROTIP: Trap skeletons against the wall and hack 'em to bits with a fully-charged Sword.



PROTIP: Slash the middle bush in this section of the super-creepy Fog Forest to uncover a drop to a hidden heart piece.



PROTIP: Pepper the gang of Darknuts with arrows from a distance and polish them off with sword-swipes. Run under the red leader's leaping stomp attacks and counter-strike when possible.



PROTIP: Stun the jailkeeper with your boomerang, move in and clobber him for the kill, and free Zelda from her too-cruel captivity.



PROTIP: Pick up pots for a quickie life or magic refill, then toss 'em at enemies for a one-hit knockout.

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This is the year of Super NES.™ The year some of the best RPG players may go down in flames. Because this year you will enter the world of Drakkhen.

You've confronted many monsters before. But never fire-breathing beasts of such scorching realism. Over 50 giants and winged beasts in spellbinding 3-D. You've journeyed in other mystical lands. But none with scrolling, 360° landscapes with panoramic views. Horizons change from day to night before your very eyes.

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KEMCO SEIKA



By Jinky the Monkey

It seems a certain she-devil, Hecate, is determined to make you one of her eternal, fleshy slaves. She gave you one of her extra potent kisses-of-death and **WAAAA!** Suddenly you had strange new powers which enabled you to transform into a Wolf, an Owl, a Bear, and a Badger.

Beast or human, slavery's not your style. However, you'll never escape Hecate's grasp until you turn these animal powers to your advantage and use them to knock Hecate down, destroy her, and reclaim your freedom.

An Illusive Woman

In this vertically and horizontally scrolling **Adventure** game you battle against an impressive assortment of animals, insects, rodents, and ghouls. At first glance you may be fooled into thinking this is a straight-forward hack'n slash type of adventure. However, as you progress into the game a little further you begin to discover hints of role play, which make this cart a "thinker," as well as a slasher.

A Thinking Beast

You can travel freely between any of the 11 areas, including the ever popular evil forest and a run-down graveyard, complete with tombstones, bats, and zombies. As they would in a role play game, numerous people occasionally cross your path and offer you useful, handy items and vital clues.

There need of clues and warnings, and you can find your way to places and things you didn't notice before. However, just because you find a shiny **Silver Axe** in the forest, it doesn't necessarily mean that's the best place to use it. You gotta put your noodle to work to understand where, when, and on whom you need to use the various weapons. The same rules apply to your animal powers. You earn the powers, one by one, by destroying certain beasts. Then it's up to you to decide how to best utilize them.



PROTIP: Use the Red Lantern against the zombies you encounter in the second crypt.



PROTIP: Once you enter the forest make a beeline for the Silver Axe you see lying on the ground to your immediate right. Grab it, then head straight back to town.

fit for gameplay, well, while the running, jumping, and slashing movements can be a bit stiff, the job done by your on-screen movements is not finished, it's awkward-looking.

PROTIP: Max out your attitude capabilities when you take on the form of the Owl by flipping on the Turbo Switch.

PROTIP: To defeat the final boss (Hecate) transform into a Wolf and bite her on the leg repeatedly.



PROTIP: Don't attempt to tackle the tree-creature in the forest until you defeat the pumpkin-creature in the cemetery.

The Little Cart That Couldn't

Night Creatures had the potential to be a really great game. Using human fists and traditional slashing weapons as well as shape-changing animal powers is a unique idea. Figuring out how and when to use these weapons makes Night Creatures a fun mental challenge, too. However, what makes the game mediocre are the blah graphics, and rusty gameplay. Still, if you can overlook ugly creatures, you may want to consider turning into the right.

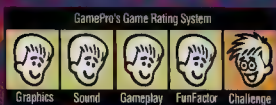
NIGHT CREATURES



insults for items

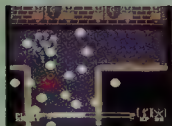
The Cold, Hard Facts

We've all seen what the TG-16 can deliver in terms of great graphics, fun tunes, and flowing, responsive gameplay from greats such as Ninja Spirit and the Bomberman series. Night Creatures, unfortunately, is short of the mark in all these departments. Dark colors set an appropriately spooky mood, however, character sprites and backgrounds are a little on the blocky side. The music's just plain old



Night Creatures by NEC
\$61.99
Available February

Here's one RPG game where you can dive right in. And you know what you must do. Only you can save Lakeland from the dark forces that possess Lagoon. Instantly you'll be submerged in your quest. Wade through complex labyrinths, battling evil at every twist and turn. Whether you're an experienced RPG player or just looking for hours of Super NES™ adventure, it's time to test the waters.



16 dazzling spells will leave you spellbound.



Our creatures are meaner, scarier and uglier in 3-D.

COME ON IN, THE WATER'S FINE.



PRO REVIEW



By Mark Good

Quietly who's whoing his way into the TurboGrafx-CD scene, the Addams Family that's been in your face already knows that probably have known that for a few months (see GamePro, November '89). NEO just put the finishing touches on this haunting new movie-disc, so here's a full scale review.

The Trouble with Tully

When Paramount motion picture, the Addams Family attorney Tully Alford was even more of a creep than any member of the Addams clan - he tried to bilk them out of the family fortune, remember? Now he's got one last chance to redeem his ruthless behavior. Weirdo head-of-the-household Gomez threatens you as Tully to a wild game of hide-and-seek in the haunted The Addams' mansion.



A maniac's mansion to be sure.

Music to Chill and to Thrill

Since the Addams' latest haunt is the CD game, you're probably expecting some super-spooky effects, music, and even voices. Right on! The cackles of the ghosts, the chain rattling of the ghoulies, the bubbling of Granny's cauldron, and of course the theme song are all movie-quality. At certain points in the game, you'll see a cinematic set and straight from the flick accompanied by dialogue recorded by professional actors. Unfortunately, this 3-D game doesn't quite get as decidedly un-creepy.

Behind Door Number One...

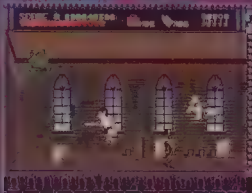
To find his way through the Addams' hide-away mansion, Tully collects keys, matches up the color to a door, and relies on uncanny luck. Sometimes he'll discover treasure, other times he'll find a gaggle of ghosts, and occasionally he'll stare nose-to-nose at a very annoyed Addams. (kiss!) Eventually he wants to reach the study, open the secret passage, and muck through the sewer search of the fabled Addams Family vault.

PRO TIP: Never re-enter an Addams Family member's room or you might have to re-fight him or her for no reward!

Tully's a pretty meek guy, so he uses a harmless-looking but lightning-charged black umbrella to fend off the horrors of the Addams house. Later into the mansion Tully duels with Gomez, so he must find a Sword along the way. He has three lives to live and no continuous out-thats fair because the challenge is balanced appropriately.

PRO TIP: To speed up your umbrella shots, set Button II on maximum Turbo.

PRO TIP: Duck and press Select to open a Hurricane Irma door, which blows away all minor enemies on the screen and damages major creeps.



PRO TIP: When you enter a room, laugh, you've entered an empty room with specks but no treasure and you should leave immediately. However, this blue first-floor ghost room contains the most valuable prize in the game, the Sword.

All in the Family

This family portrait is enough to make any photographer cringe. Each member will pull

the downright creepiest of faces to throw you off the treasure trail. With cunning wits, luck, and a few underhanded moves of mind, you'll find the treasure packing.

Mr. Eccentricity himself Uncle Fester is your first opponent in the Mausoleum, but things take a turn for the nasty when he slips, loses his memory, and makes a made dash of his own for the vault. You'll see more of him later.



PRO TIP: Duck and shoot (press Select) to blow out incense light bulbs, and lie between





By Fanatic Fan

Remember the last Lynx sports feature we did?

Actually that's a trick question. GamePro has never done a Lynx sports feature - there's never been a reason to - until now.

That's right, turf-breath, Atari is dropping the motherlode for all Lynx-owning sports junkies - four major releases over the next two months, with more titles coming. So sit back, relax, pop a cold one (Yoo Hoo is the beverage of choice for fanatic fans) and check out this preview of the awesome sports action on the horizon from Atari!



WORLD CLASS SOCCER

In the handheld arena, the world's most popular sport, soccer, has been dissed. Except for a Game Boy game or two, soccer addicts have had very little reason to cheer. But all that will change with the introduction of World Class Soccer. There are over one hundred international teams in this little cart. Even obscure countries like Cameroon and Burkina Faso are represented. Talk about ambitious! The game uses a horizontally scrolling side view to display the action. And the pace is super quick, just like the real sport.

World Class Soccer by Atari
\$34.99
Available March



The first soccer action ever for the Lynx.



A shot on goal!



Dozens of teams to choose from.



The Argentina goalie prepares for a goal kick.

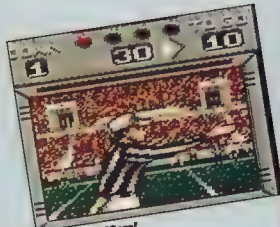
NFL FOOTBALL

Strap on your pads...the Lynx has the best gridiron action to ever hit a handheld. This cart has all 28 NFL teams (with the proper team colors) and a wide selection of offensive and defensive formations. The game is played from an overhead perspective, and the view zooms in and out. You can choose from six different defensive formations and 19 plays on offense (nine runs, 10 passes). The passing game is unique because the receivers freeze when you tap Button B. After that, you move a cross-hair with the Directional Pad to the spot where you want to throw the ball.

NFL Football by Atari
\$39.99
Available March



The cursor appears when you attempt a pass.



First down 49ers!



Choose from a wide selection of passing plays.

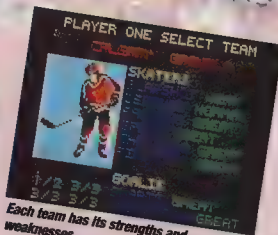


Touchdown!

HOCKEY

Ed Ringler (noted personal computer sports game guru) and his team at Alpine Software have put together an impressive, fast-paced hockey simulation that has almost all the bells and whistles of its 16-Bit big brother, Mario Lemieux Hockey for the Sega Genesis. This cart gives you a horizontal-scrolling, 45 degree angle of the action, with close-ups of fight scenes and faceoffs. And like Mario Lemieux Hockey, this game is packed with stat categories, including traditional stuff like "shots on goal" and more obscure categories like "stoppages in play." This game has a team for every NHL city and smoking sound effects and graphics. Fanatic Fan sez, "CHECK it out!"

Hockey by Atari
\$39.99
Available March



Each team has its strengths and weaknesses.



Great closeups on faceoffs.



You get large graphics in the Shootout game.



Minnesota makes a save!



A shot to the stomach!

BASEBALL HEROES

What can you say about a baseball cart that has some of the best pitcher/batter confrontations of any video game ever made? In *Baseball Heroes* Atari has really outdone itself. At the plate, your batter is the size of the whole screen. When you pitch, your view is from behind the pitcher's mound as you check the sign from your catcher. The perspective shifts to an overhead look of the entire field once the ball is hit – one of two different views depending on whether you're on defense or offense. To improve your batting, play a game of "Homerun Derby," or how about "Three Fly's Up" to hone your fielding ability? It's all in this small cart – a baseball fan's dream!!!

Baseball Heroes by Atari
\$34.99
Available March



Here's the wind-up...



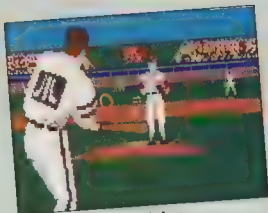
You get a view from behind the outfielder on fly balls.



Practice your power swing in the Homerun Derby.

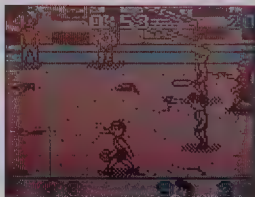


An arrow indicates which fielder the ball is hit to.



A view from the batter's box.

BASKETBRAWL



This is a chaotic mix of roundball and lethal weaponry. Did the other team just grab a rebound? No problem! Introduce them to your fists of fury. Did some dude dunk in your face? Let him say hello to Mr. Switchblade. If you're into action games or basketball, or you're just a Detroit Piston fan, this is the cart for you!

Basketbrawl by Atari
Available 1st Quarter '92

BIKINI BEACH VOLLEYBALL



It's summer time, and the living is easy! It's the perfect time for a winner-takes-all game of beach volleyball. This is fast-paced two-on-two action featuring "in-your-face" spikes, devastating blocks, and slicing serves. Sand, surf, and Coppertone covered bodies – what more could you ask for???

Bikini Beach Volleyball
Available 2nd Quarter '92

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PRO REVIEW



By *Slasher Quan*

On a list of the most excellent video-game super-heroes of all time, Capcom's character Mega Man would have to take one of the top billings. He's as dashing, cool, and feisty as they come, he's always on duty to put a monkey wrench in an inept robot designer's plans, and he even has a lovable little sidekick. Even the wonder-pup.

Mega Man has one real, though, it's his all-too-forgiving heart (and you thought android-types had no emotions). Every time he wipes out Dr. Wily's army of berserk cyber-bods, he finds it in his heart to give the Doc another chance to go straight. When will the Mega dude ever learn? Maybe the end has finally come for Wily's Mad Doctor days in Mega Man II for the Game Boy. But then again, maybe not.

Let's Do the Time Warp (Again)

By now you've probably guessed that yes, Dr. W is back on the world-domination track, and yes, he's assembled a team of destitutely mechanical metal-heads to do in the Mega-master. But since new robots are scarce and expensive, Wily cuts costs and simply zips back in time with his handy-dandy Time Skimmer to round up his baddest robots of yesteryear. Sounds like another job for our friendly neighborhood Mega Man.

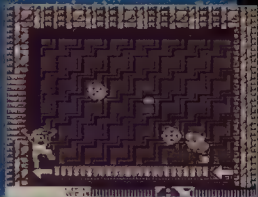
Familiar Faces

Back from the NES Mega Man II days are Wood Man, Metal Man, Clash Man, and Air Man. Polish them off in any order and you'll take on NES Number Three's reborn robots, Hard Man, Needle Man, Top Man, and Magnet Man. Each boss level sports a layout similar to the Nintendo equivalent, with some alterations and redesigns here and there. Look for the return of some of your favorite Mega-villains like the Atomic Child



Four more members of Wily's robot-of-the-month club.

robot, Hot Dogs, Robo Kitties, and the always-bothersome Hard Hat Man.



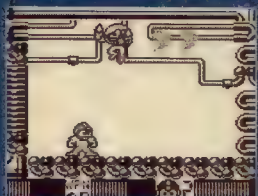
PROTIP: Take on Metal Man first and you'll score the Metal Blade and Rush Marine adaptor. Beat him by hopping between his shots and blasting him with the Mega Buster. Wipe out the rest of Wily's robots according to the order of the PROTIPs below.

PROTIP: Use your Metal Blades to eradicate the Bubble Bats and Robo-Rabbits in Wood Man's level.

PROTIP: Pound Wood Man with Metal Blades when he lowers his Leaf Shield. Beat him and the Shield's yours.

PROTIP: Advance through the Air Tikkis in Air Man's world when they lower their horns. Step off the ledge to make the next one appear.

PROTIP: Leap over Air Man's cyclones and smack him with the Leaf Shield. Your reward is the Air Shooter and Rush Jet adaptor.



PROTIP: Blow away Clash Man with your Air Shooter, but keep moving and run when he unloads a Clash Bomb. In addition to the Clash Bomb you'll win the Rush Coil adaptor.

PROTIP: Dispatch the Mecha Monkeys in Hard Man's level with Metal Blades.

PROTIP: Run under Hard Man when he tries to stomp you from above and toss Metal Blades at an angle to defeat him. Your new weapon is the Hard Knuckle.



PROTIP: Retire the Robo Kitties in Top Man's level with your Leaf Shield.

PROTIP: Leap away from Top Man when he spins in mid-air and take him out with a barrage of Hard Knuckles. You'll earn the Top Spin attack.



MEGA MAN



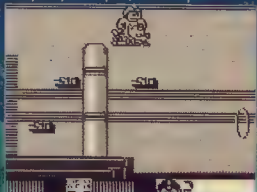
PRO TIP: Watch out for Metal Man's poison pellets and Top Spin him to save your time. Your prize is the Needle Cannon.

PRO TIP: Don't get sucked in by Illusion Man and zap him with your Needle Cannon. His weapon is the Magnet Missile.

Mega Weapons

Anyone who's played any Mega Man cart already knows the ins and outs of powering-up: beat a robot master, steal his weapon, and use it on the next 'bot. Same deal here. You also acquire special adaptors for Rush, such as Coil for bouncing, Jet for flying, and Submarine

for swimming. Items to be won in battle cover the basics: life refills, Energy Tanks, weapon power pills, and 1-ups.



PRO TIP: Select Metal Jet to cruise over the Phase Blocks in Magnet Man's level and the safety platforms in Top Man's rooms.



PRO TIP: Look for enemies you can blast over and over again to charge up your energy, weapon power, and extra lives. Ex-

amples include the tiny spring creatures in Mr. Man's and Dr. Wily's levels, the spinning in Top Man's level, the bee pods in Hard Man's world (use the Leaf Shield), and the drill creatures which descend from the ceiling in Metal Man's world.

A Mad Doctor's Home Is His Time Machine

Defeat Dr. W.'s recycled tin menaces and his fortified flying time-warp fortress is your final destination. Wily's latest construction is maximum Megamania, but unfortunately it's only one level. The Doc himself pilots three odd-but-deadly air Gunnerzoids.



Fast Forward to the Past

Mega Man II (Game Boy) is a replay of some NES classics, but that's what makes it a winner. As always, the graphics are pixel-perfect, the music's easy to listen to, and the gameplay's greater than great. A black-and-white must-have that depends solely on you.

If you're a Mega Man game replayer, you may want to pass this one up simply because you'll probably whip through the familiar territory in no time. But if you're a Blue Bomber inductee, consider his Game Boy sequel a precious no-filmmaker classic.

GamePro's Game Rating System



Mega Man II by Capcom

\$29.95

Available March '92, 2 megs



GAME BOY PRO REVIEW

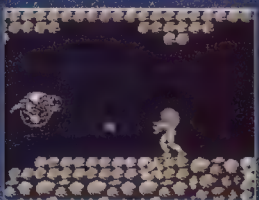


By Boss Music

Samus Aran made a name for herself in the alien bug-hunt game when she exterminated all the Nintendo Metroids four years ago—all the Metroids, that is, except one. That pesky, surviving Metroid multiplied rapidly until planet SR388 was once again swarming with Metroids and other creepy crawlies bent on sucking up the world's life energy. Samus suits up once again to pull the Galactic Federation's fat out of the fire in a Game Boy sequel, *Metroid II: The Return of Samus*.

Metroid for the Memories

The original Metroid is forever enshrined in the NES hall of fame as one of the deepest, darkest, and most enjoyable run-jump-shoot-and-search space survival gigs of all time. Metroid II is another close encounter of the alien kind. You join Samus on a journey to hunt down and eradicate 39 rogue Metroids. (They look like overgrown, floating jellyfish, but don't be fooled by goofy appearances; the Metroids play rough.)

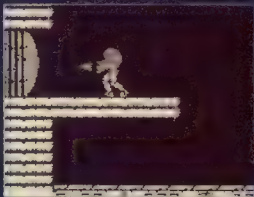


Samus and her dependable missiles confront more Metroids than ever before.

Tunnels of Terror

Samus spelunks through 10 areas of cavernous side-view alien-wasting obstacles. The tricky traps range

from blow-up-able blocks to lava, narrow pathways to precariously-positioned platforms. She runs and jumps with controllable precision, and you'd be wise to map out her freshly-explored terrain with pen and paper whenever possible.

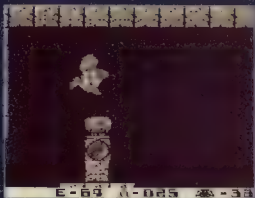


PROTIP: If you come face-to-wall with a sealed door, force an entry with five missiles.

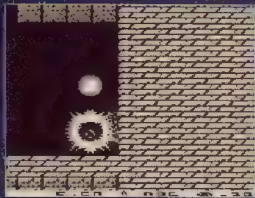
Samus' Survival Kit

Metroid's bragging point over all other parts was its amazing range of deadly, creative mayhem-makers. Chapter Two sports even more (14 total) hot-to-trot tools of death, destruction, and burnt Metroid-flesh. You begin play with a regular Beam (read: pea-shooter), but you can add an Ice Beam, a Wave Beam, a Spazer Laser Beam, or a Plasma Beam to your arsenal. One of Samus' handiest moves, the Round Ball, is back, but with a new twist: If you rub the Spider Ball, you can stick to and roll on walls and ceilings. Other prizes include Vania, which enhances your armor; Energy Tanks, which extend your life line; and the Screw Attack, which spins trashes scumzaks to smithereens a la Willie Golden. You latch onto most of the

goodies along the way to your Metroid massacre, so don't sweat item-tracking too much.



Energy Tanks are the spice of Samus' life. PROTIP: Roll into a Round Ball to reveal dozens of secret passageways.



PROTIP: Thin bomb blasts to bounce up walls in Round Ball form.



PROTIP: Freeze enemies with the Ice Beam, and jump on them to reach high-up places.

PROTIP: Once you acquire the Ice Beam, don't relinquish it until you find the Wave Beam. Trade Wave in for Ice again when you reach Level Ten. Use Ice to snow under the last-level Metroids, then rock 'em and sock 'em with Missiles.



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PROTIP: Hold Left or Right on the direction of pad while jumping to put Samus in Screw Attack mode.

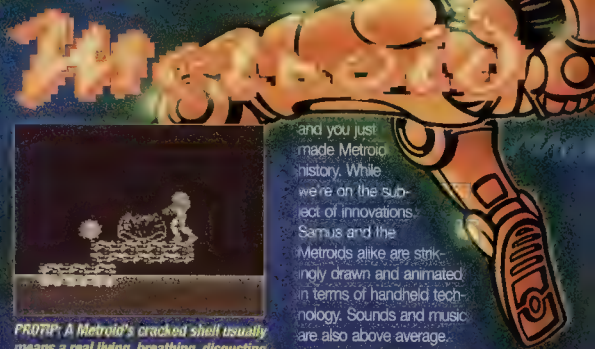
Mother Metroid's Offspring

Remember that huge, hideous cerebral leader known as the Mother Brain? A similar creature, Mother Metroid, is head of the space-scum pack in the sequel. Before you tackle her, you gotta slime through 40 (count 'em) varieties of enemies, including such disgusting do-badders as Homoad, Needler, Arachnus, and Geyron. Most are tiny-but-deadly wall-walkers and dive-bombers, but other more powerful nasties take several hits to dispatch. The Metroids, your prime targets in each area, come in five shapes, sizes, and mutations.

PROTIP: At the start of the game, proceed down and left from Samus' space shuttle, polish off the Metroid with Missiles, and an earthquake will open a tunnel to Area Two. To pass later levels, press Pause to determine the number of Metroids left alive in your area, beat them all, and an earthquake will reveal a passage to the next area.



PROTIP: Look for places where endless enemies fly out of holes and shoot them over and over to recharge your life and missile meters.



PROTIP: A Metroid's cracked shell usually means a real living, breathing, disgusting Metroid is hiding out nearby.

PROTIP: If a swarm of enemies bogs you down, move quickly to make them disappear off the screen and they will bother you no longer.

PROTIP: You can score a maximum of around 220 Missiles, but make sure you load up with at least 100 before you reach Mother Metroid.

Saving Graces

In addition to increased length, Metroid II offers a feature rarely seen in Game Boy titles: a battery back-up! Simply find a self-identified Save Station, press Start,



These pods are life savers.

and you just made Metroid history. While we're on the subject of innovations, Samus and the Metroids alike are strikingly drawn and animated in terms of handheld technology. Sounds and music are also above average.

PROTIP: Just like the original, Metroid II hides multiple game ending sequences. To view the "best," you have to eliminate Mother Metroid in under two-and-a-half hours. Tough but not impossible.

Black-and-White Brilliance

Rarely does a Game Boy cart come along that captures and holds your imagination like Metroid II. It's been a long time coming, but the sequel is well worth the wait. No word yet on whether the Metroids will infest the Super NES, but we'll keep you posted on the latest developments from SR388.



Metroid II: The Return of Samus
by Nintendo of America
\$19.95, Available now



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By Monty Haul

After 25 years of interstellar Star Trekking, including voyages through time, space, T.V., movies, conventions, and endless merchandise, there's only one place the U.S.S. Enterprise has never gone before: the Game Boy. That is, until now.

A Countdown to Doomsday

Ultra's Star Trek takes us back to the glory days of Captain James T. Kirk, Science Officer Spock, Dr. "Bones" McCoy, and the original cast of America's best-loved sci-fi space opera. In their first handheld episode, a Death Star-impersonating Doomsday Machine is turning mighty planets into gravel in the blink of an eye. A Proto-Matter Fusion Disruptor was specially crafted by the Federation to stop it, but the ever-vigilant and ever-paranoid Klingons stole the Disruptor and scattered the twelve pieces across the quadrant. In order to preserve galaxy-wide peace, Kirk and crew must reassemble the Disruptor and halt the Doomsday's approach to Federation space.



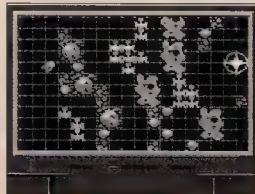
The fate of the Federation lies in your hands, Captain Kirk!

Warp Speed Ahead

The Disruptor's components are spread out over three planets, so Kirk locks in the coordinates and it's Warp Factor Nine on the double. You take the helm of the Enterprise during side-view, shoot-em-up scenes reminiscent of Gradius and Defender. You out-maneuver, out-run, or simply out-gun spaced-out foes such as Tholian Drones, Klingon War Ships, Romulan Birds of Prey, Asteroid Belts, and Space Amoebas over a stretch of space. Several such encounters must be completed be-

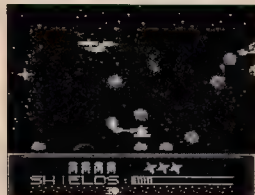


fore you enter planetary orbit. Strategy elements include adjustable Enterprise attributes (Shield strength, Phaser power, and Speed) and a course-plotting map.



Next stop: Klingon War Ship central.

PROTIP: Don't get sucked in by the moon-sized asteroids' gravitational pull.



PROTIP: Enter shimmering star clusters to warp ahead in the play field.

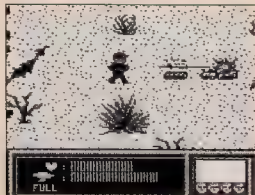
PROTIP: Touch a lone shooting star for an extra Photon Torpedo.

PROTIP: In general, set the Enterprise's Speed and Shield strengths high and make Phasers weak.

Solo Landing Party

Upon arrival at a planet, Kirk "beams down" to the surface and sets out on foot to round up four pieces of the Disruptor. This section's overhead search-and-destroy-and-search-some-more, just like the NES cart. Most environments are anything but hospitable, with hostile natives, Klingon booby traps, poisonous plantlife, and other hazards making the Cap's life rough going. Sensor readings guide Kirk to each piece, and his Hand Phaser can be adjusted to a Stun or Kill setting. Senior officers occasionally beep him on the communicator with helpful clues and information. Four lives and passwords are provided.

PROTIP: Set your Phaser on full power to put most planet inhabitants out of commission.

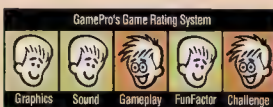


PROTIP: When your sensor reading displays arrows in all directions, blast the closest rock with your Phaser and you'll find a Disruptor piece.

PROTIP: Step only on the black tiles in the Planet Three puzzle room to open the door.

Star Trek in Summary

Star Trek's graphics are basic black-and-white fare and while the theme song is rendered fairly well, ditto for the rest of the music and sounds. The Game Boy mission can't claim to capture the TV show perfectly on the small screen, but its double-challenge gameplay (Space Racin' and Planet Crawl'n) demands all sci-fi fans' attention. For loyal Trekkies and first-time star hoppers alike, Star Trek is the logical choice.



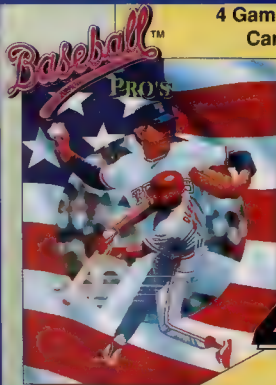
Star Trek by Ultra Games
Price unavailable
Available March, 1 meg

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Crystal Quest



By Earth Angel

If you've ever wiled away time playing Crystal Quest on a Macintosh computer, you'll be happy to hear that the game's been successfully shrunk to pocket-size for the Game Boy. Now you can wave away even more time with this incredibly simple but very addicting cart.

The name of the game's the same and so's the gameplay. One or two players (alternating) pilot a tiny ship around the screen and fire a gun. Your task is to clear each screen or Wave by gathering up all the crystals onscreen, which opens a gate to the next Wave.

Harvesting crystals is easier said than done. A gang of foes emerges from two gates at the left and



Always grab large crystals.

right sides of the screen. Some of these enemies, like the Annoyer, are harmless. Others, like the Husket, are downright mean as they buzz by firing high-speed bullets. You don't have to destroy enemies to clear a Wave, but



PROTIP: Shoot constantly. A barrage of bullets has a good chance of taking out a few of your foes.

Earn extra ships by shooting enemies for points, collecting special bonus crystals, or clearing a Wave within the time limit.

PROTIP: Collect Bombs in the early Waves. You'll need them later on!

Overall Crystal Quest translates well to the Game Boy format. As usual the Game Boy screen is tough on the eyes. Other than that, no complaints! It's easy to control the ship, and the game keeps you busy. Crystal Quest is a good Game Boy fun—and that's crystal clear!



Crystal Quest by Data East
\$27.95, Available now, 1 meg

Super R.C. Pro-Am



By Dirtbag

Before those programmers at Rare, Ltd. gave you NESer's frog frits with Battletoads, they produced a great race-n-shoot game called R.C. Pro-Am. These little radio-controlled autos have no drivers, so when you blow them into a billion fragments you don't have to feel sorry for them.



Déjà vu in black and white.

Am for the Game Boy and it's got most of the thrills of the original, minus the color and the large graphics. You also don't go as fast if you hit a Zipper (little arrows on the track that make you zoom).

The object of the game is simple: race your car against three opponents. There are 24 tracks packed with oil slicks, sand traps, and puddles to slow you down or make you crash. No problem! You can grab some choice tires and upgrades for your motor and battery as you speed around the course.

Finish in the money (first through third place), you get the privilege of taking on the next track. Here's the good part! You can pick up missiles and bombs and blow those other hamster-brains off the road! Sometimes I hang out on a curve JUST so I can blast guys!

PROTIP: If the other cars have already finished the race and you have some Continues left (you get three per game), go around the

track back-wards and pick up all the missiles and left-over bonus items before finishing.



Great action for one to four players.

R.C. Pro-Am is a pretty cool cart, and the graphics are easy to see—a plus for a Game Boy game. You can also race against three friends, too, if your friends have the game. GB drivers, start your engines!



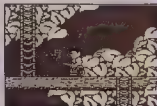
Super R.C. Pro-Am by Nintendo
Available now, 1 meg

Hook



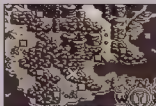
By Cleopatra

Put on your pointy ears and fill up on fairy dust...you're about to take a trip to Never Land! In Hook from Sony Imagesoft, Peter Pan's children (yes, he finally grew up) have been kidnapped. To rescue them he must return to Never Land and will himself to become the boy he once was. But be forewarned, Captain Hook is waiting.



Fighting in the trees.

In this horizontally scrolling action/adventure game, you, as Pan, begin your quest peering at a vast, scrolling map of Never Land. Using your trusty compass, you plot a course to each of the 27 levels. You trek underground and through forests and snow, and you fly high above Never Land. The jour-



Never Land!

ney also puts you through rigorous pirate ship levels, which rock back and forth for that authentic seasick sensation. If you're not careful, you might get lost in the gigantic Never Tree Level, hideout of Pan's childhood friends, the Lost Boys.

PROTIP: Play a little b-ball on the Never Tree and rack up some extra points.

PROTIP: To find that last Apple on the Never Tree, you must ride a leaf.

Armed with a short sword, you search each level for a required number of Apples, Coins, Pearls, and other goodies. Enemies abound and they're ready and waiting to make mince meat out of Pan. Fortunately, you're loaded with four Lives and three Continues.

Hook showcases an enticing musical repertoire and superbly detailed graphics, although they are tiny and a bit eye straining. Overall, this is a fun Game Boy cart, for polished pirate-bashers and novices alike. You'll be "hooked" by Hook.



Hook by Sony Imagesoft
\$24.94, Available February, 1 meg

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—*Electronic Gaming Monthly*, December 1991

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—*Electronic Gaming Monthly*

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GAME GEAR PRO REVIEW



By Andromeda

It's the future and once again nasty space creatures are launching a full-scale attack on our planet. This time the assault is led by Lord Halley, arch-enemy of the billions of humans residing on Earth. If he succeeds Earth is done for.

Halley's Comets

Halley Wars presents seven levels of vertically scrolling space shooter action for the Game Gear, each with a gigantic

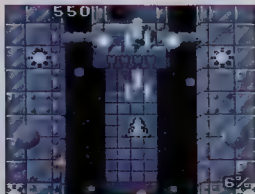
on comets to do his dirty work. In addition to the myriad enemy vessels barraging your craft with firepower, you'll also have to destroy the comets Halley sends in Earth's direction. Every comet that reaches Earth causes mucho destruction, and brings you one step closer to your doom.



PROTIP: You've got to fight Halley's forces, but don't forget to blow up the comets! You lose if you lose all of your

your ship and fire at enemies, laser shields, speed-ups, and a cluster bomb. Reveal the power-ups by blasting enemy spacecraft and the floating asteroids, then you've gotta' grab them!

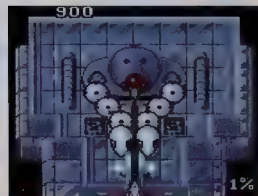
PROTIP: You can use Pods as bombs! Simply cut them loose with Button 2 in the midst of enemy vessels, and they'll blow up everything within reach.



PROTIP: Grab the shield! It's your only form of defense.

HALLEY WARS

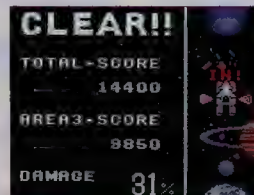
boss fight-to-the-finish. This cart is the first outer space shoot-em-up to zip into orbit on the Game Gear, and it does so with space-age class. Your mission is to pilot your spacecraft into Lord Halley's gigantic military space base and destroy Halley's forces before he has the chance to launch his final assault.



PROTIP: Each boss has a predictable pattern. Beat the Level 1 boss by shooting out its three eyes when they're orange and then blast the red eye at the top of the boss.

As you might have guessed by the game's name, Lord Halley relies heavily

ships, but you also lose if enough comets get past you to make the Earth damage meter hit 100%!



PROTIP: You can dodge many of your enemies - but don't dodge too many. For every 2,000 points you score by blasting enemies you'll erase 1% of the damage done in Earth.

Futuristic Firepower

True space jockey's know that fighting evil forces from outer space just isn't any good without special weapons. Halley Wars has its share of power-ups and high tech gadgetry, including beam weapon power-ups, pods that attach to

Blast Off!

Hot graphics and a higher level of challenge than the average Game Gear cart make the blast off for this first space shooter for Sega's hand-held successful. Experienced space aces should note that the game features three difficulty settings (Easy, Normal, or Hard) and enough levels to ensure that the game doesn't feel like the "lite" version of an 8-bit game. Halley's Comet may only appear every 100 years or so, but you can plug this one in whenever you like.



Halley Wars by Sega
Available now
1 meg

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Bluefield, WV	WOAY-4	Erie, PA	WICU-12	Las Vegas, NV	KRLR-21	Pittsburgh, PA	KDKA-2	Terre Haute, IN	WBAA-38
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Boston, MA	WBZ-4	Fargo, ND	KJLB-4	Little Rock, AR	KASN-38	Portland, OR	KPDZ-49	Traverse City, MI	WPBN-7
Buffalo, NY	WKBN-7	Flint, MI	WEYI-25	Los Angeles, CA	KABC-7	Providence, RI	WNAC-64	Tucson, AZ	KGUN-9
Butte, MT	KCTZ-7	Fresno, CA	KAIL-53	Lubbock, TX	KJTV-9	Raleigh, NC	WPTF-28	Tulsa, OK	KTUL-8
Charleston, SC	WCSC-5	Fl. Smith, AK	KPBI-46	Knoxville, TN	WKCH-43	Richmond, VA	WVBT-12	Waco, TX	KWKT-44
Charlotte, NC	WCBS-18	Grand Rapids, MI	WUHQ-41	Madison, WI	WLUC-6	Roanoke, VA	WLSL-10	Washington, D.C.	WRC-4
Chattanooga, TN	WDSI-61	Green Bay, WI	WVGZ-32	Medford, OR	K24CH*	Rochester, NY	KALB-6	Wichita, KS	KSAS-24
Chicago, IL	WGBO-66	Greensboro, NC	WGPB-8	Merquett, WI	WDLZ-39	Rochester, MN	WROC-8	Wichita Falls, TX	KFDX-3
Cincinnati, OH	WSTR-64	Greenville, NC	WPXI-8	Milwaukee, WI	WGVG-24	Rockford, IL	WGFF-39	Wilkes Barre, PA	WBRE-28
Cleveland, OH	WUW-8	Greenville, SC	WLOS-13	Minneapolis, MN	KITT-29	Sacramento, CA	KSCH-58	Yakima, WA	KCY-53
Colorado Springs, CO	KRM-21	Hartford, CT	KVED-23	Mobile, AL	WJTC-44	Salt Lake City, UT	KXNS-14	Youngstown, OH	WFMY-21
Columbia, SC	WACH-57	Harrisburg, PA	WPMT-43	Morroe, LA	KAPD-14	San Antonio, TX	KOVI-4		
Columbus, GA	WXTX-54	Hartford, CT	WFSB-3	Nashville, TN	WOMT-30	San Diego, CA	KUSI-51		*Cable Channel

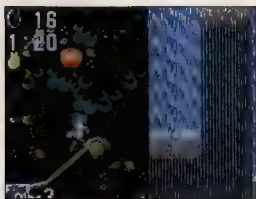


By Rigor Mortis

Fast on the heels of the monstrously popular Sonic The Hedgehog for the Genesis and the Master System, comes more blue, spiked, accelerated fun for the Game Gear! Everyone's favorite speedy rodent returns in an adventure that's almost a pixel-perfect replica of the Master System version of the game and plays just as fast and furious as the 16-bit version.

Suddenly Sonic!

We return to the planet Mobius where the evil scientist, Dr. Robotnik, has transformed all the animals on the planet into mindless, killer automatons in search of six Chaos Emeralds scattered throughout the planet. Once Robotnik gains control of all the Emeralds, he'll rule all of Mobius! Only one short, blue, super-fast, radically cool creature stands between Robotnik and world domination – Sonic the Hedgehog!

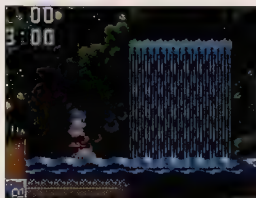


Sonic the Hedgehog 1½!

Fast Feet!

Sonic must rocket through six zones, each consisting of three acts. Each zone presents Sonic with a different challenge: tumbling through the rolling hills of the

Green Zone, skipping over traps and zipping across rickety bridges in the Bridge Zone, hacking through the thick foliage of the Jungle Zone, exploring intricate underwater mazes in the Labyrinth Zone, riding conveyor belts in the Scrap Brain Zone, or dodging laser beams and missiles in a showdown against Robotnik in the Sky Base Zone!

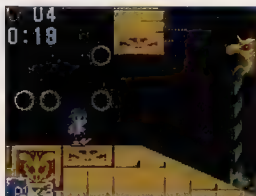


Rollin' 'n' Floatin'

It's essential to collect the golden rings that appear in abundance throughout the game. They provide valuable protection against enemy attacks, and help you earn a new life every time you accumulate 100 rings! Use Sonic's powerful Super Sonic Spin Attack to smash enemy robots and free Sonic's trapped animal buddies. Bust open video monitors to reveal special items such as shields, power sneakers, 1-Ups, temporary invincibility and the all-important Chaos Emeralds! A Bonus Panel appears at the end of each Act which randomly awards you with extra rings, 1-Ups, or a chance to warp to a Special Stage. There you ricochet through a giant pinball machine chock-full of rings, plus one valuable continue bonus. However, you must finish the Special Stage within the allotted time or you'll lose all the items you've accumulated!

PROTIP: Seek out the Exit when you enter the Special Stage and work backwards. When you hit the halfway mark on the

timer, turn around and return to the Exit or you'll lose all your free goodies!



PROTIP: Carry at least one ring at all times. This enables you to take a hit without losing a life.

PROTIP: To qualify for the Special Stage, you must hold between 50-99 rings at the time you hit the Bonus Panel.

Runaway Rodent

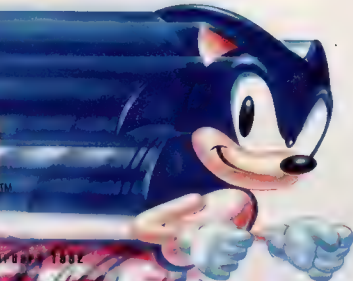
Sonic The Hedgehog looks and plays extremely well. It's amazing how Sega's programming wizards effectively crammed the same super-fast gameplay and constant action of its Genesis big brother within the tiny confines of the Game Gear. The music and sound effects are extremely sharp and clear – too bad the audio output is in mono. The graphics are beautiful, and the animation is especially crisp and smooth with nary a flicker in sight! Fast-paced, challenging, and a joy to behold, this cart shatters the fun barrier!



Sonic The Hedgehog by Sega
\$39.95

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SONIC THE HEDGEHOG



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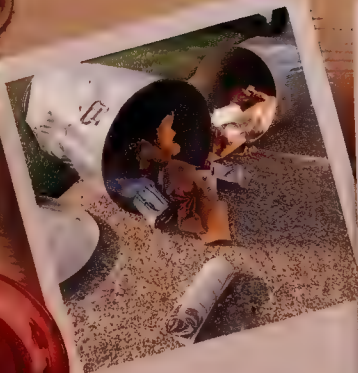
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SECRET



Double Dribble (Nintendo)

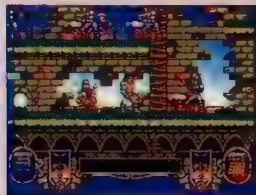
Shatter the Backboard!

To shatter the backboard, select Chicago and when you have the ball, go to the foul line. Pause the game. Press A, B, A, B, un-Pause, and then Pause again very quickly. Repeat the same sequence, un-Pause, and do it all one more time. Then, either execute a fast dunk or take a quick shot. When you do, the backboard shatters!

Michael Buchanan, San Antonio, TX

Onslaught (Genesis)

End Password



Use this password to begin with all territories conquered except for 10:

0000,0000,00

Michael G. Brooks, Shallote, NC

Maniac Mansion (Nintendo)

Freeze the Purple Tentacle

I've discovered a new way to pass the Purple Tentacle. Here's what to do:

1. Have Wendy send away for the Publishing Contract.
2. Have Bernard open both doors to the lab.
3. Have Bernard close the inner door!
4. Have Dave turn off the power in the Mansion.
5. QUICKLY have Bernard open the inner door.
6. Switch to Dave and give the contract to the Purple Tentacle.

This paralyzes the Purple Tentacle in the basement so that Bernard can launch the Meteor in the Weird Edsel.

Scott Smith, Yucaipa, CA

A.P.B. (Lynx)

Double Fuel!

On Highway 12 you will find gas pumps right next to one another. Park directly in the middle of the two pumps and the gas pumps twice as fast.

Charles Nelson, Las Vegas, NV

Scrapyard Dog (Lynx)

Warp!

To warp to the Forest World go to the toilet near the blue office in the second Scrapyard. Press Down while standing on the toilet and a door appears. Knock on the door and you'll zap straight to the Forest World.

Paul Smith, New Baltimore, MI

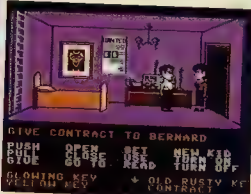
Maniac Mansion (Nintendo)

New Ending

I read about the six different endings to Maniac Mansion in GamePro: I tried them all and they worked! So I made up my own ending. Here it is:

Ending #7:

1. Choose Dave, Bernard, and Wendy as your characters.



2. Have Wendy send away for the Publishing Contract.

3. Give Bernard the Publishing Contract.

OH NO! RADIOACTIVE STEAM!



4. Have Dave turn on the Water Valve and drown Wendy in the pool or kill her with radioactive water.

5. Give the Meteor the Publishing Contract.



6. When the Meteor is interviewed by Mark Eeter, Sandy will appear instead of Wendy!

Scott Smith, Yucaipa, CA

It's All
NEW!

GAME BOY
AT
WORK

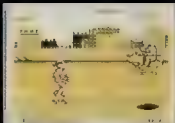
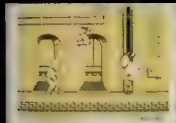
GET YOUR MIND BACK IN THE GUTTER.

Time to get crude and rude, dude. 'Cause Shredder's nabbed April O'Neil again in Teenage Mutant Ninja-Turtles® II: Back from the Sewers™. Konami's™ new bodacious shell bound shell shocker for Game Boy.

- Two megs memory puts major screenage in your face with bigger characters and cooler action.
- 6 totally tasty levels plus 5 bonus pizza collecting stages.
- Attempt to release captured Turtles in the most excellent rescue levels.
- All new feature lets you choose a level of difficulty.
- Walk, talk, jump, climb, skateboard and surf through downtown sewers, abandoned buildings, subways, highways, the Technodrome and other areas o' pain.
- Righteous reporter April is missing serious air time, dude. So get slicing and maybe Shredder will choke 'n croak for good.

Not!

 **KONAMI**



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SWAT

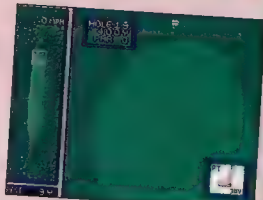


Hole-in-One Golf (Super NES)

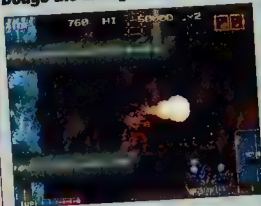
Secret Hole!

Select practice mode and advance to Hole 19. There's no pin displayed on the screen, but you can putt into a secret hole. Work your way to the out-of-bounds top portion of the course and aim for the point shown in the above photo. And it's good!

Fanatic Fan, Dr. Dave, and Colorful Commentator



Magician Lord (Neo Geo) Dodge the Living Ghouls



It's easy to make the Living Ghouls go away! Just head to the area where they appear and go down the long ladders. Head back up the ladders (until you're out of sight) and then head down again. The ghouls are gone!

John Thomas, St. Louis, MO

NHL Hockey (Genesis) Championship Passwords!



Here are passwords for the NHL championships for all 22 teams:

Chicago Blackhawks:
H5J3V79RM4ZVHVW2P
Calgary Flames:
H5L19CYS9FFZPT22
Pittsburgh Penguins:
BN7Y34ZSP46D1T4R
Buffalo Sabres:
BN6YXDK951C0YVX8
Toronto Maple Leafs:
DHYLKFDGB0B402SP
Quebec Nordiques:
C42Z8MN44Y4YLG39
New York Islanders:
HRFYV9X5CJNWCT9M
Minnesota North Stars:
HZ2B48N9HY55MK8W

Los Angeles Kings:
GD54KOGHC1SJL698
Boston Bruins:
HFPY7KL9VX7CFV1
New Jersey Devils:
HL7CMPMG5WKZZSJ
Edmonton Oilers:
BYPPYDL9VCSJL7BC
St. Louis Blues:
C4Z3S8NMFJG3JMK0
Hartford Whalers:
FZV795XCZ34ASNSM
Vancouver Canucks:
B149JL0YLTCP9LDS
San Jose Sharks:
G75X97V90T0M6MNY
Washington Capitals:
FZX6MY7TXMXKRKDG
Winnipeg Jets:
HFNBS5PZ9WLTMTZSN
Montreal Canadiens:
HL61CRJ3NX49PT3K
New York Rangers:
B17F5MF0ZG238V8F
Philadelphia Flyers:
HTPTRGHGW79VHZP
Detroit Red Wings:
FFBILCIK10YVW0V2
Danny Stark, Dakota, IL

AeroBlaster (TurboGrafx-16)

Phase and Difficulty Select

Use this trick to select the Phase of Aero Blasters. Enter the extra credits trick (at the title screen press Right, Select, Right, Select, Right, Select) and then press Button 1 the following number of times for the desired Phase:

Phase 2: Button 1 10 times.
Phase 3: Button 1 11 times.
Phase 4: Button 1 12 times.
Phase 5: Button 1 13 times.
Phase 6: Button 1 14 times.

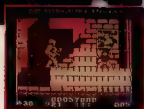
Then press Select, choose "Dual Scramble," "Blaster 1 Scramble," or "Blaster 2 Scramble," and then hit Run. To choose a difficulty level, press Up and Left and then Down and Right while pressing Select repeatedly and continue doing this until the screen turns yellow or blue. Blue is an easier level, yellow is more difficult.

Jon Ruttle, Calgary, Canada

ROBOCOP 2™

He's Back To Protect The Innocent.

This sizzling sequel brings back "The Future of Law Enforcement" to face his greatest challenge ever! ROBOCOP returns to rid the lawless streets of Detroit of the deadly new chemical, "Nuke." In 15 slamin' levels, you'll have the firepower of an entire army battalion — which you're going to need, because when OCP unleashes Cain, it's a final struggle of robo-power verses robo-power.



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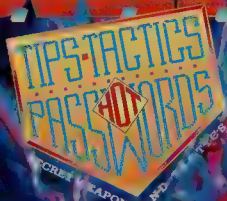


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SWAT



Game Genie Codes!

Ninja Gaiden (Nintendo)

Power-Up Codes



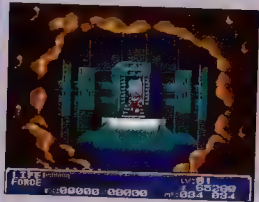
Enter all three of these codes for an explosive frontal assault.

1. ESTSSI
2. AOTSSI
3. EOTSSI

Steve Alejandra, Corpus Christi, TX

Crystalis (Nintendo)

Tons of Cash!

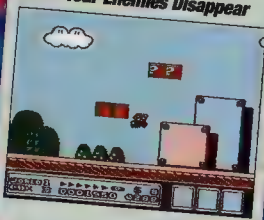


Use this code to begin Crystalis with \$60,000: VEOGUOSE

Greg Ervay, Lauderdale, FL

Super Mario Brothers 3 (Nintendo)

Make Your Enemies Disappear



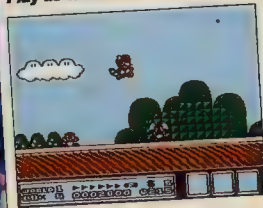
Use this code to make your enemies appear and disappear:

IIIII

Julio Gavino, Durango, Mexico

Super Mario Brothers 3 (Nintendo)

Play as Tanooki Mario



To begin the game and stay as Tanooki Mario use this code:

UOKXGLIE

Craig Nelson, Wells, MI

Final Fantasy (Nintendo)

Here are some really cool Game Genie codes for Final Fantasy:



NYKLPALZ - Gives fighter 247 Hit Points. Use with AEAGGN and everyone has 247 Hit Points!

NYOUIAPA - Begin with 63,376 Gold. IEZGNN - Everyone but your fighter has 1,000 Hit Points.

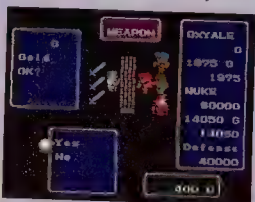
ZIKLTAIE - Fighter has 90 Luck Points.

IEAGTN - After Equipping Armor, awesome Evade Points!

IEAGIY - Gives most warriors stunning attributes.

And the best code of all: AEAGGN

Enter this code and wait a few minutes. Your party will either enter a Weapon Shop or an Inn. Reset the game and reenter the code if you enter the Inn. In the Weapon Shop you can buy free OXYALE for everyone. You can make money by selling the OXYALE. If you



used NYOUIAPA with this code, then buy NUKE. Buy and sell the OXYALE over and over until you get enough money for the 14,050 Gold.

Chad Moore, Griffin, GA

The Addams Family™

Morticia has been kidnapped!

Kidnappers have hidden Morticia somewhere in the scary Addams Mansion. You and Gomez have to escape hidden traps, and battle scary ghouls and goblins on your search to find her. Collect the million dollar ransom, find Wednesday, Pugsley and the rest of the family in your attempt to rescue the beloved Morticia.



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Nintendo

The name of the game

ocean



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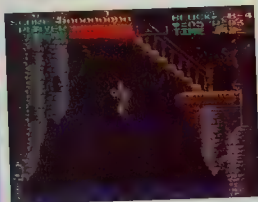
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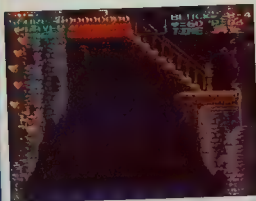
Super Castlevania IV (SNES)

Drac's Secret Power-Up Station!

I recently discovered a secret power-up station near the end of Super Castlevania IV. Just before Count Dracula's lair is a staircase leading up to the top of the tower.



Leap off the ledge and you'll land on an invisible platform. Then jump left one more time, land on a second platform, and walk to the edge of the screen.



Wait for a few seconds and tons of power-ups will rain down on you. You'll collect 99 Hearts, a fully-powered Chain Whip, a Boomerang, and a Triple Shot Multiplier. To return to the top-left ledge, climb the invisible sets of stairs. Good luck against Count Dracula!

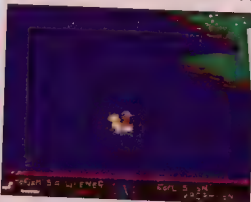
Ben Silver, Olivette, MO

ToeJam & Earl (Genesis)

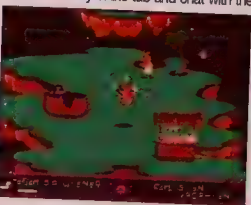
Secret Level!



Follow these directions if ToeJam and Earl are running low on life energy: Use the Icarus Wings, Rocket Skates, or the Inner Tube in Level One to go all the way to the lower left portion of the map. You'll come to an island. In the center of the island is a



hole. Drop down the hole. You'll zap to Level Zero. Here you'll find a Lemonade Stand and a Hot Tub with Wahines in it! Go to the Lemonade Stand and push Up. The man at the stand will give you a glass of Lemonade. Drink it and you'll receive an extra life. Next, jump into the Hot Tub by pushing Left or Right while standing on the tub. Stay in the tub and chat with the



Wahines for a while. This powers-up your life bar. When you fall or jump off this island in space, you'll reappear on the highest level that you've reached so far in the game!

John Hannum, Wood Dale, IL

Castlevania II: Belmont's Revenge (Game Boy)

Pick a Castle or a Tune

Start deep in Drac's den or access a sound test with the following passwords:

Sound Test: Heart, Heart, Heart, Heart
Nine Lives to Start: Candle, Candle, Heart, Heart

Defeated Crystal Castle: Candle,

Heart, Heart, Ball

Defeated Crystal, Plant: Heart, Heart, Heart, Blank

Defeated Crystal, Plant, Rock: Heart, Heart, Ball, Blank

Drac's Castle, Level 1: Heart, Ball, Candle, Blank

Drac's Castle, Level 2: Heart, Candle, Ball, Ball

DRACULA: Ball, Heart, Candle, Heart

Slasher Quan

Super Mario World (Super NES)

Re-Enter a Finished Castle!



Normally when you beat a castle or mini-fortress it rumbles to the ground and is sealed off forever. To return to any already-beaten castle, stand on it and press Left and Right at the top of your controller.

Andrew McNeill, St. Paul, MN

Do You Have a Secret Weapon?

If you do, submit it to GamePro. Our Pros will review it, and if we publish it, we'll send you a free GAMEPRO Super Shirt! Send your best tips and secrets to:

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Secret Weapons

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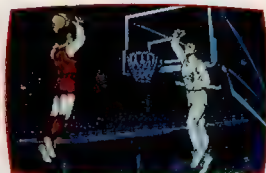
It's all jam packed into one NES cartridge, pro-basketball at your fingertips!



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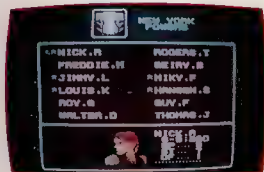
Be a part of the action—not just a spectator



See your shots—up close and personal



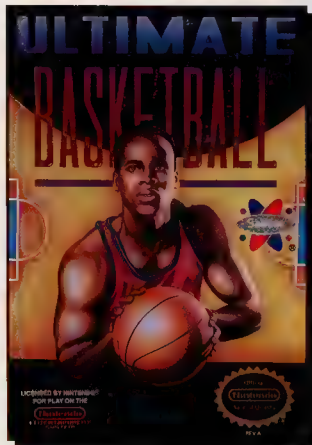
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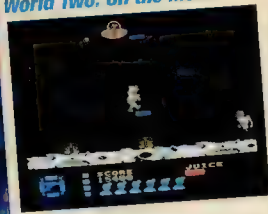


TREASURE MASTER

Hints for Worlds 2 and 3:

Hey, treasure hunters, here are some hot hints for Worlds 2 and 3 of Treasure Master!

World Two: On the Moon



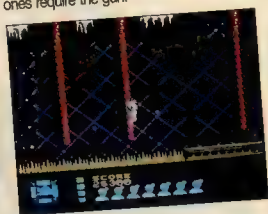
Tip #1: At the very beginning of this level there's a set of small INVISIBLE platforms leading up. You need the right tool to make them appear. P.S. There's a hidden 1-Up somewhere on the surface of the Moon!



Tip #2: When you find the key in the first part of the underground caverns, you'll see the transporter. If you stand on the transporter, press Down and Button B and you'll be transported over to the moving platforms. However, if you use this shortcut you're gonna miss some other stuff that you need!

Tip #3: When you take the long way around use the raygun as much as you want. Why? Because when you reach the second transporter at the end of the moving platforms, you can use the last of your ammo and a new raygun appears. From this point on don't waste ammo! Practice

on the different bad guys to learn which ones to beat with the boots and which ones require the gun.



Tip #4: After you collect the radio beacon you're almost finished with the Moon level. Some gamers have trouble making the jump between the three hanging ropes. The secret is to first put on the hard hat as a protection against the spikes on the ceiling. But you knew that from riding the moving platforms! After grabbing the first rope, it's best to leap from the lower part of the rope as opposed to the upper part. Bouncing off the ceiling shortens the distance of your jump and you'll end up in the spikes below.

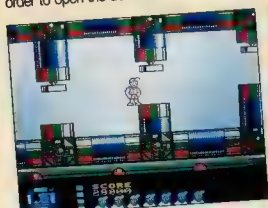
World 3: Industrial Land

Tip #1: You can use the boots on most of the enemies you'll face in this level. However, the easiest way to get past the Solar Road Hog is with the raygun. After eliminating the Road Hog, switch back to the boots.



Tip #2: As you're exploring you'll find an object called a Machine Part. There are

three of them and you'll need to drop all three in the center of the above machine. This causes a set of magnets to fall enabling you to get past the flying saucer. **Tip #3:** There's no 1-Up on this level, but there's two in the next world! However, there is a key hidden in the level that you need in order to open the door to the next world.



Tip #4: One of the toughest obstacles in this level is the piledriving hydraulic press. To get them practice your jump so that you can just hit the edge of the platform. It's possible for Scooter to stand on the platform with only one toe touching and still have the piston miss him. When the piston reaches the top of its stroke, move to the right and then immediately squat using the down arrow.



Wait for the piston to come down and then go back up before moving and squatting again. With some practice and a little patience you can get past the presses every time.



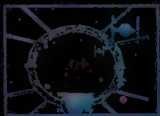
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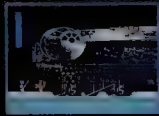
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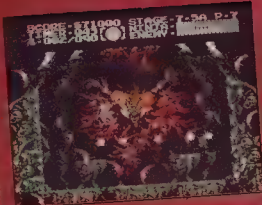
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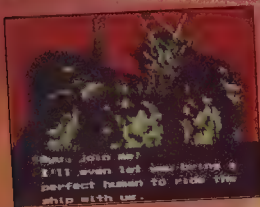
By Boss Music

"Say it ain't so, Ryu."
You know it ain't. Ryu
didn't do it. Irene, he was
framed. Prove it by bringing the real
culprit to justice, the despicably evil
Clancy.



6.) PROTIP: Strike the robo-wood final
boss in its cabin but watch out for law
blows from the underhelly's defenses. Af-
ter the cab explodes, aim for the exposed
heart and avoid the side gunners' shots.

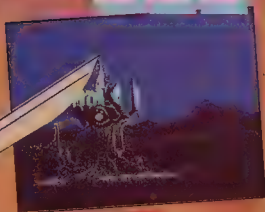
Ninja Gaiden



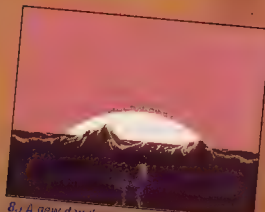
2.) PROTIP: Pound Clancy in his super
robo-suit with the Art of the Fire Wheel.
When he raises his arm to summon
blazing bolts, move quickly in either
direction and you'll be unscathed.



5.) Ryu takes on the boss to end all Nin-
ja Gaiden bosses.



7.) Avoid the side gunners.



8.) A new day dawns with Ryu and Irene re-
united at last.



THE END



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Nintendo

The Simpsons: Bart vs. the Space Mutants

Dear ASK THE PROS,
I've recovered every green rod except the one in Stage Five, the Power Plant. Where can I find it?

Matthew Wu, Brooklyn, NY

Dear Matthew,
There is no power rod in Stage Five! Ha ha! You'll have to substitute Maggie's pacifier in its place. Just touch her and she'll do the rest.

Final Fantasy

Dear ASK THE PROS,
Where can I find the Masamune Sword in Final Fantasy?

Chris Barry, Ontario, Canada

Dear Chris,
This is an awesome weapon for sure. You can retrieve it in the final dungeon of the game, the Temple of Fiends. Look in the lower right corner of Tiamat's level.

Genesis

Phantasy Star III

Dear ASK THE PROS,
I've finally reached Dark Force at the end of Phantasy Star III, but I can't defeat him. Please help!

Gavin Nagata, Hilo, HI

Dear Gavin,
Dark Force is one tough customer, so listen up. Your on-screen persona, either Shaun, Rys, Adan, or Aron, should be over the 20th level of experience and carrying the Nei Sword. Kara should be at 10th level, and carrying the Nei Slicer and the Planer Slicer. Mieu, Wren, and Laya

should be over Level 50 and using Nei or Planer weapons. Dark Force has 10-12,000 hit points (we told you he's tough!). Attack his left hand first, then his right hand, and finally his face. Don't use techniques, just hack away and you'll outlast him. Oh, and bring PLENTY of Timate!

Dear ASK THE PROS,
U.N. Squadron has to be one of the hottest shooters ever, but I need some advice for my kamikaze missions in the Middle East. Which weapon should I choose to defeat the boss of the next-to-last cavern stage?

Jim Spaulding, Mosquito, CA

Dear Jim,
First, fly past the supercharged boss fighter and grab the Unicorn Shield. Then charge up your Gun Pod and blast the orb 'til he goes down in flames.

ASK THE READERS

Well folks, we're putting Ask the Readers into limbo for a while, but if you write and let us know you like it, maybe we'll revive it in the future. Here are the most recent Q's (and A's).

QUESTION K: Legendary Axe II (TurboGrafx-16)

Dear ASK THE PROS,
How do you beat King Zach in Legendary Axe II? I keep trying, but I always fail.
Kirk Bennion, Cary, NC

Dear Kirk,
Make sure you enter his room with ten bombs. When Zach attacks, block his blasts before they hit the ground, move in and strike, and repeat about eight times. After he suits up in his robot outfit, stand on a pedestal while he shoots normal missiles. When he launches heat-seekers, toss a bomb, jump on his shoulder, and

hack at both sides of his head. Fall off while slashing his side, return to the pedestal, and keep up to process until you're finally restored to the throne.

Joe & Jake Shrum, Charlottesville, VA

QUESTION L: Star Tropics (Nintendo)

Dear ASK THE PROS,
In Star Tropics Chapter Three, I can't seem to find the fortune teller's crystal ball or the Ghost Village's boss. Where are they? Help!!!

Shaun Daugherty, Lancaster, CA



Twisted paths and tangled trails in Chapter Three of Star Tropics.

Dear Shaun,
You'll find the Ghost Village Boss, Maxie, hiding out in the Ghost Tunnel. Enter through the odd-colored tombstone in Ghost Village, and use a wand to reveal him at the end of the tunnel. After he's defeated, you'll find a room with a large skull in the middle. Hit the head tile three times, watch the lake drain, and collect the crystal ball.

Jeff Balcon, Binghamton, NY

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Direct your letter to one of our three "Ask the Pros" departments: Current, for recent releases; Classics, for oldie-but-goodie stumblers; and General, for pro-to-pro advice, trivia, and technical queries. We'll try to print a mix in each issue. If your letter is published, you'll get a free GAMEPRO Super Shirt.

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SHORT SHOTS

Nintendo

Terminator II: Judgment Day (LJN)



He said he'd be back – and a Terminator never kids around. LJN's brought the big bad indestructo-dude back to the 8-bit video dimension in Terminator II: Judgment Day. This time, however, our robo-man's jumped to the other side of the fence: he's a good guy and he's agreed to destroy the wicked T-1000 Terminator who's out to annihilate the entire human race. Your quest is a simple one: Terminate or be terminated. As the now good T-800 Terminator you go it alone through five levels of jumping, kicking, punching, high tech weapon shooting action. Listen to him now and play Terminator II: Judgment Day.

Available now

Motor City Patrol (Matchbox)

It's time to burn some rubber on the streets of Motor City. In Motor City Patrol from Matchbox you embark on an overhead scrolling moto-adventure, similar to Super Spy Hunter, where your responsibilities include patrolling the streets of Motor City and, when necessary, issuing tickets, arresting thugs, as well as setting up the occasional, much dreaded speed-trap. When things really heat up and you have to make a beeline to the scene of a



crime, call up your handy surveillance map and helicopter back-up and you're on top of the crooks in no time. Fasten your seat belts and take a ride with the Motor City Patrol.

Available now

Genesis

Heavy Nova (Micranet)



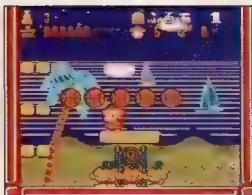
In this Street Fighter-gone-robotic beat-em-up you play a highly specialized robot called a DOLL and go head-to-head against either the computer or a friend. You begin the game by playing through two, rigorous training rounds. You're then whisked off to an alien planet where you destroy a series of robot heavies as well as gargantuan end-of-stage bosses. Get heavy, get metal, get robotic with Heavy Nova.

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Super NES

Spanky's Quest (Natsume)

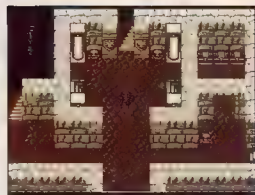
In Japan it's the Year of the Monkey and fittingly, Natsume is releasing a Super NES cart starring a fuzzy-furred chimp named Spanky. Spanky's Quest is to un-



do the evil witch Morticia's spell, which has turned his homey jungle into a six-tower obstacle course. Spanky makes friends with a mysterious bubble-creature, which he can bounce up, down, and around the screen. Each time he head-butts it, the ball-things grows larger. Pop it to unleash baseballs and volleyballs. Spanky's Quest is a bit like Bubble Bobble merged with Super Mario plus some Snow Brothers thrown in for good measure. It's cute and tough to boot. Don't go bananas playing it.

Available Spring '92

Final Fantasy II (Square Soft)

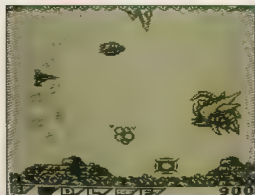


You, Cecil, Captain of the Red Wings, were only following orders from the King: steal the magical Crystal from the people of Mysidia. You knew in your heart that this thievery was uncalled for, but when you dared to question the King about the Crystal, you were accused of disloyalty. Now both you and your buddy, Kain, are banished from the Red Wings, and as punishment you must venture out to hunt the Summoned Monster in the Misty Valley. Go figure?! This long complicated role play adventure takes you all through the lands in and around the Kingdom of Baron where you battle it out against armies of evil monsters – the King's secret Dark Forces. Win battles and you gain strength and experience. Stop in towns along the way and you may pur-

chase weapons, armor, or food, or perhaps rest up in one of the local inns. There's much to be done in this awesome adventure of good vs. evil. And that's no fantasy.

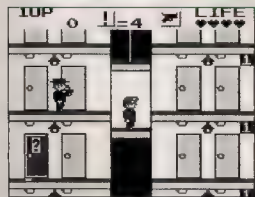
Available now

Game Boy



The number one rule-of-thumb amongst space jockeys: blast or be blasted. That's exactly what you get to do in Konami's new five level portable space shooter for one, Gradius: The Interstellar Assault. Missiles, Guns, and Lasers are your weapons of choice, and each can be powered up to the third degree. Test out your flight skills and arsenal in the Practice Mode, and then when you're ready to rip, simply select your level of difficulty (Easy, Normal, or Hard) and get blatin'. Space Jockies unite, it's time to face the Interstellar Assault.

Available now



Things really heat "up" in Elevator Action from Taito. In this crazy vertically and horizontally scrolling adventure you, Agent

17, embark on a search for an illusive criminal organization called the BGI. They've hatched an assault plan which, if carried out, will jeopardize national security. All of the information about the plan has been stored on computer disks - your job is to retrieve them. The disks are hidden somewhere inside the BGI headquarters. You must infiltrate the building and use its elevators, escalators, and secret chutes to search the place top to bottom. Remember, the BGI's got something to hide, so be prepared to face some major security systems, including robotic guards, vicious dogs, alarm sensors, and more. What goes up must come down - can you bring down the BGI?

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Lynx



This hot title, based on the Atari coin-op, takes you through a three dimensional maze of death and destruction. You see, inside this crazy maze are hordes of robots programmed to destroy anything remotely mortal - you! Collect money along the way and, when you're rolling in the dough, you can purchase more powerful robo-blasting weapons. And, best of all, this game features one or two person play. Right on, Xybots.

Available now

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What!

is

COOL



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Acclaim Becomes Sega Licensee

Acclaim Entertainment, Inc., one of the largest and most successful Nintendo licensees, has reached an agreement in principle with **Sega of America** to market and distribute software for the Genesis and the Game Gear.

According to Gregory Fischbach, chief executive officer of Acclaim, the move to publish Sega products is "a natural evolution...Sega represents an exciting and viable segment of the interactive market."

Acclaim's first Sega products will be shown this month at the Winter Consumer Electronics Show in Las Vegas. No titles have officially been announced yet, but the first products should hit the store shelves by Spring 1992. We can only speculate, but it's a safe bet Acclaim/NES faves such as: **The**



bers of the Genesis library soon.

In other Acclaim news, expect more Simpsons titles to be available for Nintendo systems. "**Bart's Nightmare**" is the working title of Acclaim's first Simpsons SNES title, to be available in May 1992. And Game Boy owners should keep an eye out for another Bart adventure. Check future issues of GamePro for the latest video game info on America's favorite family.

GameTek Joins Sega, Too

Nintendo licensee, **GameTek**, has announced they will produce Sega Genesis games in 1992. GameTek, in a presentation at the Winter Consumer Elec-

Twins is the story of two cartoony airplanes, Bop and Bump, who use unusual gadgets to get the better of Thump, an evil airplane, who's always causing trouble.

Nintendo OK's More SNES Games

It had to happen! Faced with trying to overcome **Sega's** sizeable software lead in the 16-bit wars, **Nintendo** has altered their SNES licensing agreement. Originally, licensees were allowed to release three games within a 12 month period. If a game received an average rating of 30 or more from Nintendo's evaluation system, it did not count towards the three. As of November 1991, Nintendo has doubled that number to six. Once again, if the title scores a "30" or better, it

ly distributes Sega Genesis games, which infringe upon Sega's proprietary trademarks.

The suit claims Accolade is unfairly competing with Sega and causing confusion in the marketplace by programming many of its games in a way that leads consumers to believe that the games have either been produced by Sega or are under license from Sega. Accolade has never been licensed by Sega, nor has it been authorized to use any of Sega's proprietary trademarks. In response to the suit, Accolade intends to file a counter-claim against **Sega Enterprises Ltd. (Japan)** claiming that Sega's trading upon Accolade's intellectual property rights.

Sega has alleged that Accolade's software causes a screen to appear with the message, "Produced By or Under License From Sega Enterprises Ltd." Accolade counters by saying that the message doesn't appear as a result of anything it has done to its software, but as a direct result of a recent change Sega made to its hardware system, which commands the message to pop up when any compatible cartridge is inserted into the system.

Jaleco Teams with MP Game Technology

Jaleco has entered into a joint venture agreement with **MP Game Technology** to manufacture and market all coin-op games that the former **MicroProse Games** coin-op division develops. This includes their newest arcade game, **B.O.T.S.S. (Battle of the Solar System)**. B.O.T.S.S. is a robot war game that features a sit-down cabinet. Look for exclusive television coverage of B.O.T.S.S. on the GamePro TV show some time in February, as



First Look! Bart Simpson on the SNES!

tronics Show in Las Vegas, will unveil

three Genesis games: **Gadget Twins**, an original title, and their NES bestsellers, **Jeopardy** and **Wheel of Fortune**. Gadget

doesn't count towards the total. Better buy a snow shovel...this new agreement should cause an SNES software avalanche!

Sega Sues Accolade

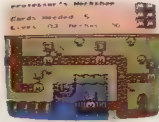
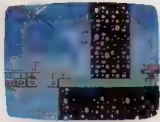
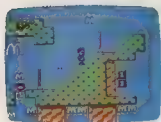
Sega Enterprises, Ltd. has filed a lawsuit against **Accolade, Inc.**, alleging that Accolade has developed and current-



Simpsons, Wizards and Warriors, NARC, and Wrestlingmania will become mem-

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well as in future issues of GamePro magazine.

Here Comes Super Famicom (SNES?) Software!

GamePro sources indicate there will be approximately 150 16-bit Nintendo titles appearing in Japan by the end of 1992 – a number equal to the current Sega Genesis library. You can expect many of these titles to show up on our shores for the SNES in the near future. Titles announced for the Japanese market include:

Shooters

S.T.G. by **Athena**
Super Aresia by **Toho**
Super NOVA by **Copia System**

Sports

Super Birdie Rush
by **Data East**
Birdie Try by **Toho**
Super Bases Loaded II
by **Jaleco**
Pro Soccer by **Imaginia**
Super Formation Soccer
by **Human**

Super Cup Soccer by **Jaleco**
Hat Trick Hero by **Taito**
Super Fire Pro Wrestling
by **Human**

The Paris – Moscow Marathon
by **Meldac**

Action

Sword of Hiryu
by **Culture Brain**
Nosferatu by **Seta**
Dyna Wars by **Irem**
Double Dragon by **Technos**
Street Fighter II by **Capcom**
Super Pinball by **Naxat**
Glory of Hercules
by **Data East**
Metal Jacket Police by **Atius**
Back to the Future 2
by **Toshiba**

Battle Command
by **Banpresto**

Thunder Spirit by **Toshiba**

Racing

F-1 Grand Prix
by **Video System**
Top Racer by **Kemco-Selka**
Exhaust Heat by **Seta**
Super F-1 Hero
by **Valie Simulation**

Romance of the 3 Kingdoms
by **Koei**

Nobunaga's Ambition by **Koei**

Captain by **Tecmo**
SimEarth by **Imaginia**
Earth Light by **Hudson Soft**

Master of Monsters
by **Capcom**

Hero Wars by **Banpresto**

RPG

Goemon by **Konami**
Dungeon Master by **JVC**
Legend of Raiden by **Toei**
Romancing SAGA by **Square**
Magic World by **Hot-B**

Dragon Quest V by **Enix**
Dragon's Lair by **Epoc**
Wizardry V by **ASCII**
Magic Sword by **Capcom**
Might and Magic II
by **G Amusements**
Mother 2 by **Nintendo**
Ultima VI by **Pony Canyon**

Action Replay Cartridge for the Genesis

It looks like an ordinary Sega Genesis cartridge, but it will enable Genesis owners to obtain unlimited lives, unlimited power-ups, and a host of other features. Sound familiar? **Coast to Coast Technologies' Ac-**

tion Replay Cartridge for the Sega Genesis operates on the same principles as the Galoob Game Genie. And like the Genie, the Action Replay Cartridge will come with a codebook, as well as free monthly issues of Game Buster Magazine, a publication devoted solely to providing new codes for Action Replay owners. The Action Replay Cartridge sells for \$79.99. For more information call Game Busters at (800) 962-0494.

**Top 10 NES
Video Game
Rentals
February 1992**

1. The Simpsons: Bart vs. The Space Mutants
2. Batman: Return of the Joker
3. Star Wars
4. Monopoly
5. Super Mario Brothers 3
6. Battletoads
7. American Gladiators
8. Roger Clemens MVP Baseball
9. Frog
10. Tecmo Bowl

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Stafford Woodley, Jr.
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An official Pac-Man button

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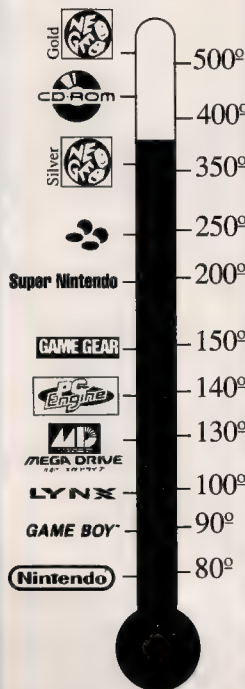
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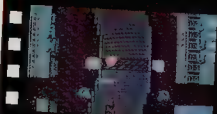
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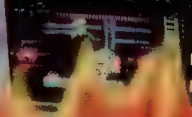
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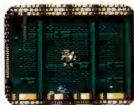
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